

Planet

GAMEBOY

POCKET

COLOR

ADVANCE

GAME BOY

Twiddle
my tache!



www.dailyradar.co.uk

£2.99

SUGGEST:

WARIO LAND 3
Get with the
wicked! Fab
fully mapped
solution!

WITH:

**A POKÉMON
SHRINE!**

PUT 'EM UP!

**POSTER
MANIA!**

Rugrats, Lemmings,
X-men and,
yes,
Pokémon!

RESCUE!

**GAME BOY
ADVANCE**

Seen it! Held it! Played it!
And yours is free inside!

Nurse!
The pills!

POKÉMON

PINBALL

IT'S FAB, FUN & FLIPPIN' MENTAL!

PLUS!

TOCA • JUNGLE BOOK

RUGRATS: TOTALLY ANGELICA • LEMMINGS

BATMAN OF THE FUTURE • O'LEARY MANAGER 2000

X-MEN • ALADDIN • DISNEY'S DINOSAUR • TURBO 3 • F1 2000

CARL LEWIS ATHLETICS • MTV: SKATEBOARDING • ALFRED'S ADVENTURE



Autumn 2000 £2.99



future
Media With
Precision

Contents

OUT TO LUNCH

Everyone at Planet is a legend in their own lunchtime. But what's their fave sammie, eh?



Adam



Alex



Ali



Ashley



Carra



Gerald



Jonathan



Jez



Lou



Rich



Rick



Scott

REGULARS.....

News.....	4
Letters.....	14
Prof Oak's Question Time.....	50
Prof Oak's Tips Lab.....	52
Game Explosion.....	91

Win!
A POKÉMON
BEDROOM!
PAGE 38



Swish-to-the-side!
Wario Land 3 walkthrough!
Page 54!



PREVIEWS.....

Donkey Kong Country.....	6
Thunderbirds.....	7
Pocket Soccer.....	7
Disney's Little Mermaid II: Pinball Frenzy..	7
Buffy the Vampire Slayer.....	9
Hercules: The Legendary Journey.....	9
Xena: Warrior Princess.....	9
Aliens: Thanatos Encounter.....	9
Cannon Fodder.....	9
Titus the Fox.....	9
Spiderman.....	10
SWIV.....	10
Batman: Chaos in Gotham.....	10
International Karate 2000.....	12
Inspector Gadget.....	12
The Grinch.....	12
Chicken Run.....	12



NEWS FLASH

Break open the biccies and dip into this hot news!

IN-FLIGHT GB

PLANE GAMES

TAKE OFF!

Shock, horror - you're taking off on your hols and you realise that you've forgotten your Game Boy! What to do for the next eight hours while you're cramped in economy class?

If you're on one of Singapore Airlines' new Boeing 747s, don't panic. 'Cos from November they'll be fitting the Getaway Game Boy into their planes' seats.

The Game Boy hardware is already loaded into the plane's computer system and there are a range of games to select, including *Pokémon*, *Mario*, *Zelda* and more. New titles will be added as they're released.

Let's just hope they don't have Wi-Fi on board.

ADVANCE FINALLY UNVEILED!

GAME BOY GROWS UP.

Thursday, August 26, 2000: the entire gaming community cries out 'I want one!' as the Game Boy Advance is finally unveiled.

Yep, after artists' impressions galore, the lid has been finally lifted on the real deal. And it's a real beauty.

Nintendo waited until their Japanese Spaceworld show to reveal their sleek and sexy little number to the planet. Only slightly bigger than the old Game Boy, it boasts everything we were hoping for and some hot-looking games.

A couple of weeks later, Advance (we're on first-name terms already) stopped off in good of Blighty at the ECTS trade show - and we got our sweaty mitts all over it.

And the mini marvel made a big impression: scooping three ECTS awards for Best Game (Mario Kart Advance), Best Handheld Game (Mario Kart Advance,



FULL STORY
on page 2

Three awards for the GBA and it's not even out for nine months.

again) and Best Multiplayer Game (Irm, Mario Kart Advance). Not bad for a game that's not even half-finished yet!

Game Boy Advance is due to hit British shops next July. Price unknown at present. To say we can't wait is an understatement!

The future is here! It's pocket-sized and a baggy colour.



TEAM ROCKET LAUNCH AND STADIUM FINALS

TEMPLE OF DOME



Some people think Pokémon just a bit too seriously.

It had to happen sooner or later. The world's biggest arena and the world's most expensive test joined forces for a day of utter madness.

On September 2, the Millennium Dome, Greenwich, saw the launch of the new Team Rocket trading cards.

After the assembled throngs were deafened by a round of fireworks, thousands of cards fluttered from the ceiling (we spotted



POKÉMON SHOP IN BRITAIN



PICK A POKÉ OR TWO

It was only a matter of time. Following in the footsteps of Disney, a Pokémon shop is headed for England.

The Pokémon Centre, selling everything from silverware to shampoo, will set up shop in London and New York after a highly successful stint in Tokyo, Japan.

As well as the usual toys and T-shirts, the shop is famous for selling many exclusive Pokémon products such as a limited edition Pokémon Centre Game Boy.

The doors don't open 'til 2001, but it'd be wise to start queuing now.

Does your enter the Pokémon portal? Be afraid, be very afraid.



the highly non-technical 'bikes with big sacks' hiding in the rafters).

And which cards were given away at the Team Rocket launch? Hundreds of bloomin' basic Pikachu and energy card! Humph. But that was just the beginning. The Dome also played host to the European finals of the Pokémon Stadium Championships.

The Stadium competition confirmed that, yes, Brits are crap at Pokémon. To make matters worse - it was France that scooped the trophy - as if winning the World Cup wasn't enough!

Aggravatingly well, I'm currently rehearsing for the role of Henriet!

You're weird!

Tell me Pikachu, how's the water-squir-ging!



news briefs



We go through the laundry bins of the major gaming players...



GOING FOR GOLD!

About the time you're reading this (October 16, to be precise) those jenny American gamers will be playing Pokémon Gold and Silver.

If you don't fancy waiting until

Easter, now's the time to import a copy - because it'll work on your English Game Boy.

We're sure it'll be well worth it - with 100 new monsters, day and night modes, improved fighting, better graphics and lots more hidden stuff to discover.

Rest assured that Planet Game Boy will be grabbing a copy to give you the full story and an in-depth preview next issue.



EMAIL ON GAME BOY

Calculator

Address Book

Calendar

Time Zones

J. Cow

Keefe UNI
Strike on Trent
577 10U
01762483827
jen@keefe.co.uk

Calculator

Address Book

Calendar

Time Zones

J. Cow

Keefe UNI
Strike on Trent
577 10U
01762483827
jen@keefe.co.uk

Calculator

Address Book

Calendar

Time Zones

J. Cow

Keefe UNI
Strike on Trent
577 10U
01762483827
jen@keefe.co.uk

As we went to press, this little curiosity from Dattel sneaked into the shops.

Once plugged into any Game Boy's cartridge slot, the World Port connects to a phone socket and allows you to send and receive emails!

The service is paid for with top-up cards, just like mobile phones.

It also includes an address book, calendar, diary and calculator. Price, £25.



SCARED OF THE DARK

Fast your eyes on these gorgeous screenshots from Infogrames upcoming Alone in the Dark: The New Nightmare. And prepare your socks to be knocked off when you hear that these are screens from the regular Game Boy Color, not the new 16-bit Advance.

Infogrames' coders have pulled off some top trickery with the handheld's hi-colour mode to produce these amazing results that look darn close to the much anticipated PC version.

But we'll have to wait until early 2001 to find out how it plays. Stay tuned for more news next issue.



Tick... Tock... Tick... Tock...

ANY NOW!

All the good Game Boy stuff that's coming ever so soon!



Welcome to the jungle we've got Donkey Kong games - and no Game Boy Press, thankilly.



The Game Boy version features all the bonus stages of its other SNES cousin including this brilliant 'Tutanki' mini-game that's not all - that's also a two-player Game Boy-only game!



IT'S SAFE TO SAY THAT WE'RE JUST A LITTLE BIT EXCITED!

Tick... Tock... Tick... Tock...

DONKEY KONG COUNTRY



Before you read on, first feast your eyes on the luscious screenshots on this page. Finished? Now get that jaw slackened and ready to drop, because this isn't a new Game Boy Advance title - it's coming to your Game Boy Color. Five years ago, when everybody thought sideways-scrolling platformers were getting duller than Ainsley Harriott's dishwasher, Rare released Donkey Kong Country on the SNES.

Thanks to the perfectly paced platform action and truly amazing rendered

OUT: NOVEMBER

FROM: NINTENDO/RARE

graphics, it sold by the banana boatload. And now those master craftsmen at Rare (responsible for greats like GoldenEye and Banjo Kazooie) have pulled off some amazing programming trickery to squeeze this classic onto your Game Boy.

The portable version features all the original levels and great gameplay - basically, Donkey Kong and little buddy Diddy leaping,

swinging and swimming their way across tons of lovely-looking levels.

And now there's more. The Game Boy

Hey punk - ask yourself, do you feel lucky?

version features one- and two-player bonus games via the Link Cable and printable stickers courtesy of the Game Boy Printer!

We had time for a quick bash at the ECTS games show and it's safe to say we're just a little bit excited.

Review next issue! (Please!)



Get to the (big) point Diddy - there ain't time to being around!



TRACY ISLAND



THE HOOD HAS BEEN
WRECKING HAVOC IN
EGYPT. TAKE CHARGE
OF THUNDERBIRD 1

Buffy, Xena, Aliens and Cannon Fodder ahead!

CART COUNT DOWN

OCTOBER

CROC 2 THQ
Hopefully improved sequel to the first runaway platformer.

MICRO MACHINES V3 THQ
Game Boy finally gets an update of this top racer.

PLAYMOBIL: LAURA'S HAPPY ADVENTURE Ubi Soft
Cutey RPG featuring those little plastic people.

ANIMOMORPHS THQ
Mts. of RPG and platformer fans: on the vivid talk books. Howwell!



NOVEMBER

MTV SPORTS: ULTIMATE BMX THQ
BMX (blue T) Lavin heads up this action-packed sim.

DOUGIE'S BIG GAME Ubi Soft
Weird Disney cartoon becomes RPG/platformer adventure.



PLAYER MANAGER 2000 THQ
It's another Game Boy soccer sim. Footele fans rejoice!

CHAMPIONS MOTORCROSS 2001 THQ
Lovely-looking mud-slinging motorbike race featuring Ricky Carmichael.



"Turning the full moon when the moon is full" - we're kidding, but the safe already!



BUFFY THE VAMPIRE SLAYER

OUT: NOVEMBER FROM: THQ

Buffy's a busy lass. Not only has she got a dreadfully complicated social life (she does play a bit of tongue-hockey with a pointy-toothed vampire bloke, after all) but her friendly little town has, once again, become the seat of some heavy vampire activity. Cue kung-fu combat, adventuring, and some meaty stake action. (That's stake, not strait!)

The Game Boy Color game will feature many of the show's main characters, including Buffy, Angel, Willow, Xander, Anya, Giles and Cordelia, and puts you squarely in the Buffy's boots as she battles against the bloodsuckers.

There are 13 levels to work through, all based on locations from the show, so expect a bit of a school-hall

CUE KUNG-FU COMBAT, ADVENTURING AND SOME MEATY STAKE ACTION!



riot and some gloomy graveyard antics.

It'll be a scorching beat-em-up sort of a thing, featuring stacks of detailed cut-scenes and lots of the tongue-in-cheek humour that made the show famous.

Take a look at these colourful screenshots - we're sure you'll agree that they look the business. Buffy should be winning her way over here November-ish - see our review next issue!



COMING TO THE GAME BOY AS FAST AS HIS SANDALS WILL LET HIM!

Watch out - that's a mighty chopper in his hands.

HERCULES

OUT: NOVEMBER FROM: TITUS

He of the flowing locks and the mighty sword is rounding his way towards the Game Boy Color, as fast as his sandals will carry him. Hercules also features an infra-red link-up option that allows you to unlock hidden levels in sister game, Xena: Warrior Princess. That's

quests to undertake... and the variety of weaponry with which to do the job, including Herc's trademark sword. Like Xena, it's also a combined top-down and side-scrolling adventure - full review next issue!

Like Disenchantment how hot they've been around for ages.



XENA: WARRIOR PRINCESS

OUT: NOVEMBER FROM: TITUS

Another hard-as-nails heroine... us boys aren't getting a look-in here! Xena: Warrior Princess is a hack 'n' slash adventure in the, er, hack 'n' slash adventure mould. Featuring a very tubby, but amazingly fast, Xena this features an impressive variety of modes.

Alongside the top-down adventure scenario, there's also a dose of side-scrolling platforming and combat for

variety, and the game links up with its brother cartridge, Hercules, via the infra-red link stop your GBC. It's looking good so far, but the proof is in the pudding, fear not though, we'll keep you posted!



FORGOTTEN A VERY THING, MY MAMMOTH DIRT ROAD.

Xena is drenching all this apparently... Mike her up!



A red fox with pointy teeth! It's worse than a pack of hushers...



He must
He jumped He
carve things
out of wood
He's a fuzzy little
fellow and no
mislike.

TITUS THE FOX

OUT: NOVEMBER FROM: VIRGIN INTERACTIVE

Ugh! You have a plan more cunning than a fox who's just been appointed Professor of Cunning at Oxford University – and you simply don't get more cunning than that.

You see, they've decided to resurrect the much-loved Titus the Fox series of

platformers on Nintendo's baby.

It's a side-scrolling platformer (there's a shock!) but it manages to capture the spirit of the original Amiga games it'll be above the run of the mill.

Featuring (it says here) unique cooperative gameplay, 37 levels and a sultry Moroccan setting, Titus the Fox should prove to be [ahem] very foxy indeed!



Ladders –
never with
underneath them
– it's awfully
hard back you
know. Especially
in arch-
tectonics.

**IT'S THE FOX SHOULD
PROVE TO BE AROUND VERY
FOXY INDEED!**



IT'S ABOUT TIME WE
GOT A SHOCKY GAME
WITH BLOOD ON ALIENS

You can hold two
weapons at once
for some the
action!

ALIENS - THANATOS ENCOUNTER

OUT: NOVEMBER FROM: THQ



Could he shot
me right up the
without play!

It's been years since the last of the Alien films, but companies keep making games about them. Still, Aliens is arguably the best of the bunch and it's about time we got a decent Game Boy title based on it. Thanatos Encounter puts you in the sweaty combat gear of a bunch of Colonial Marines.



That's not bad
you said-saying
Pardon On second
thoughts... leg it!

Marines charged with dealing a spaceship overrun with aliens. There's 12 top-down viewpoint levels, five different marines to control, all the classic alien types and more than a dozen different weapons. Which is nice. It plays a lot like an old Amiga game called Alien Breed, so it should be top stuff. Get ready to dodge the acid in mid-November.

Giz a Miss!



THE MOST COMBOS
GRAPHICS EVER TO GRACE
A GAME BOY!

We're arrived
at the enemy
base but, dang
it, we're
run out of
patrol.



Move the
marines to make
your man launch
an attack.

CANNON FODDER

OUT: OCTOBER FROM: CODEMASTERS

War is hell, but as we all know, videogames make the art of blowing people up a curiously fun affair. And war has never been so much fun as in Cannon Fodder.

It's taken five years for this 16-bit Sensible Software classic to make it

onto the small screen – and it promises to be even better than its older brothers. Boasting some of the most gorgeous hi-colour graphics ever to grace a Game Boy, Codemasters' conversion also includes some amazing cartoonish FMV.

Like a stepped-down version of Command and Conquer, you control a crack team of soldiers dropped behind enemy lines with the sole purpose of destroying everything in sight.

They promises to be non-stop action throughout the 72 kill-or-be-killed levels, and there's a huge selection of hardware for maximum military mayhem including bazookas, grenades, jeeps, skidoos and tanks.

And the handheld version features new enemy AI, troop formations, bosses, and new areas to explore.

We've had a blast on a near-complete version and can confirm it plays like a dream. It's fast, smooth and

works
amazingly
well with the
direction pad
instead of a
mouse.

We can't
wait to get a
piece of the
action!
At
ease.



Sorry.

Still to come... Spiderman! Chicken Run! Inspector Gadget!

CART COUNT DOWN

BLADE *Activision*
Swording beat-'em-up based on the original comic rather than the silly film.

POWER RANGERS: LIGHT SPEED RESCUE
The sad old superheroes bag themselves a platformer.

BLADE *Activision*
Swording beat-'em-up based on the original comic rather than the silly film.

HELLO KITTY'S CLUE FINDZY *Ubi Soft*
Total-like puzzle starring the cute feline mascot.



SCOOPY DOO! CLASSIC CRIMINAL CAPERS
Scooby avoids aly in this platformer based on the new cartoon movie.

X-MEN: MUTANT WARS *Activision*
Let's hope this action adventure fares better than the looting beat-'em-up.

TOM & JERRY IN HOUSE TRAP *Ubi Soft*
A madcap trap-setting strategy game with the famous cat and mouse duo.

BUZZ LIGHTYEAR OF STAR COMMAND *Ubi Soft*
Action adventure based on the new series.



DECEMBER

POKÉMON TRADING CARD GAME *Nintendo*
It's the card game on your Game Boy! Perfect for playing on a windy day.

SESAME STREET SPORTS *Ubi Soft*
A bit pointless, Big Bird would win everything, surely?

DINOSAURUS *EA*
Rival to Ubi Soft's Dinosy game - surely it can't be any worse, can it?



Spidey's not perfect - when Peter Parker does his silly act, he certainly gets these hands hurting...

OUT: NOW FROM: ACTIVISION

I am it! A review copy of Spidey came in just too late to review this issue, but it looks like it's going to be a web-spinning winner, just like its PlayStation relative. After a clutch of crappy Spiderman titles on the Game Boy, Activision's programmers have at last got it right. They've managed to pack in everything that's in its PS counterpart - sticking to walls, swinging from lines, firing web balls, plus all those comic book baddies we know and love - into one tiny cart.

"Spiderons, Spiderons, test his knifelines in a flying pin." The brilliant drift of the Spiderons theme hits hard every way to go.

AFTER A CLUTCH OF CRAPPY TITLES, AT LAST THEY'VE GOT IT RIGHT.

Spiderons on the World Wide Web these days.

Shield) and boosts to his health, attack and defence. Great-looking graphics and animation are on the cards, too. It's already in the shops, too, stick around for our review next issue.

How where's that related to newspaper rights?



SWIV

OUT: WINTER 2000 FROM: SCI

The meaning of the name has been lost in the mists of time, but we can't forget the intense shoot-'em-up action that SWIV provided back in the 16-bit days when we were all in short trousers (Still am - Ed.). Yes, it's an okie but a goodie, SWIV was a breath of fresh air for vertically scrolling

shooters because it gave you the chance to switch between a helicopter and a gun-toting jeep. Forget the silly plot about stopping an alien race from blowing up the Earth, it's all about thumb-numbing action through deserts and jungles - armed to the gnashers with plasma weapons and a flamethrower. We're playing for a faithful conversion. Let's see if the nostalgia can stand the Year 2000 test. In 1990 a small group of Acorn gamers went missing... You wouldn't find them - 'cos they were playing SWIV.



BATMAN: CHAOS IN GOTHAM

OUT: NOVEMBER FROM: UBI SOFT

Would you Adam 'n' Eve it? Not one Batman game for ages and then two come along at once! Chaos in Gotham is based on the excellent original animated TV series and is not to be confused with Return of the Joker (reviewed this issue) which is based on that weird Batman of the Future series. Naturally it's a (wait for it) platformer, but it does have some fighting on platform. Again.

lovely graphics that capture the stylish look of the disturbingly dark cartoon. And the Lycra-dad one has some cool Lara Croft-like moves on him, too. Expect the full bit-review at the same Bat-time, not Bat-issue, folks!





CART COUNT DOWN

THE MUMMY Activision

It's a platformer based on the hit movie. Not an ironic statement.

RUPPER AND LOPAKA Ubi Soft
Underwater action based on new cartoon. Porpoise-built for the Game Boy!

ANTZ RACING EA
Great-looking Mario Kart-type race starring those lovable cartoon ants.

TBA 2001

WOODY EXTREME RACING Gametek
Another Mario Kart rip-off this time with the blue kid.

MARIO TENNIS Nintendo
The MIA smash on the small screen. New balls please!

SPRING 2001

POKEMON PUZZLE LEAGUE Activision
Real Attack-the puzzle pack is hunting with Pokémon!

WARLOCKED Nintendo
The first real-time strategy sim on a handheld!

CRYSTALIS Activision
Ancient NES role-player gets the Game Boy treatment.

AUSTIN POWERS Take 2
"YEAH BABY YEAH" & "WARY IMAGE MILLIONS" We kid you not. Two more Powers-to-Eat 'spare are coming!

ALONE IN THE DARK Infogrames
A survival horror game gets amazing treatment.

ALICE IN WONDERLAND Nintendo
Cuddly and cute, and outside its own Disney playground!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!

LEGION OF ZILDA Nintendo
The Zilda's shrink to size but what a pair they'll be!



MIK 2000

What's that blinding noise? Fly your, the mic's sitting into the red. What, it's that every day! What.

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000

MIK 2000



INSPECTOR GADGET

It's a school holiday. Riding your bike until sunset, water pistol fights, getting out of bed at 10.30 every morning to watch Inspector Gadget...

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET



THE GRINCH

It's another golden olde from the 35-bit Amiga era that we old duffers fondly remember with a tear in our eye, so we can't wait. And the Game Boy version features a two-player mode and a rumble pack!

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH

THE GRINCH



INSPECTOR GADGET

It's a school holiday. Riding your bike until sunset, water pistol fights, getting out of bed at 10.30 every morning to watch Inspector Gadget...

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET



INSPECTOR GADGET

It's a school holiday. Riding your bike until sunset, water pistol fights, getting out of bed at 10.30 every morning to watch Inspector Gadget...

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET

INSPECTOR GADGET



INSPECTOR GADGET

It's a school holiday. Riding your bike until sunset, water

THE FUTURE

Everything you need to know about the next generation of Nintendo gaming is in the latest issue of GamesMaster!

See Mario on Gamecube and find out how good Game Boy Advance's launch line up is only in Britain's best selling multi-format mag!

OF GAMING?

NINTENDO
GAMECUBE

SMART PAUSE



**Games
Master**
ON SALE NOW!

TALK BACK

It's a hotbed of debate, discussion and deliberation. Yep, more crap letters...

YOU'RE BACK!

When I obtained my Game Boy Color I was over the moon and decided to locate a decent mag to keep me informed of new releases etc. I was lucky enough to find issue #1 of *Planet Game Boy*, which I found to be very informative with excellent reviews.

As time went on though, I visited the newsgroups only to be told that the mag was no longer available. Then, much to my delight, whilst browsing at the newsgroups at the weekend, I found issue #3. Wow! Could it be that there is just a long (very long) gap between issues? If it is a continuation, why the long

break and when will issue #4 be out?

This is such a great mag, even my other half (who doesn't play Game Boy games) reads it.

Also, when I buy Game Boy Color games they come without a plastic protector case. Do you know where I can get hold of some? Congrats on your fine magazine and long may it continue.

Lou, Cornwall

E yes, it has been rather a long time, hasn't it...? All to do with very important people in suits making very important decisions

– believe me, you don't want to be bored with the details. Anyway, the good news is that we're back for good now.

Hurray! You're reading issue #4 right now, and issue #5 goes on sale on 14 December. Just in time for Christmas.

We're not aware of replacement cart cases. Bit stingy of Nintendo to stop supplying them with GBC games, we reckon. Ed.



the point is, it's still illegal. Whether you chose to be an upstanding, law-abiding citizen or a ruthless criminal is up to you...

We reckon the best games are worth the price. Take *Zelda* or *Wario Land 3* or *Tetris*. They offer weeks – no, months – of play. So when you divide the price by the amount of fun, suddenly they seem a bargain, don't they?

There is indeed going to be a Resident Evil title on the Game Boy. It'll hit shelves early in the New Year, it's not the same as the one previewed last year, though. That game was a 3D adventure whilst the new title is (wait for it...) a side-scrolling platformer. Can't wait... Ed.

favour and burn the little buggers straight to hell?

Mark Borkum, Hove

No doubt you'll be ecstatic to discover that we have a feature on all the wonderful Pokémon merchandising you can go out and buy in this issue. It starts on page 16. Enjoy! Ed.

I CHOOSE MEW

Please tell me if you know this. I've heard that for British gamers to get Mew (from Pokémon) you must have it downloaded onto a British sort of Pokémon.

1. Is this true?
2. When can I do this?
3. How much?
4. Is there a chance of losing your saved game by doing this?

Many thanks for reading this. I hope that I can get Mew. **Stephen Hewitt, Rhonda**

Right. Listen up, and listen good. We've had tons of letters on a similar theme – how can I get Mew? How indeed?

1. First off, Game Boy games are not country protected, so it doesn't matter where you bought your Game Boy or the games. They all work just fine together. 2. To get Mew you have to either trade with a mate (fat chance – who's going to trade him) or download it from Nintendo at a special event. But I'm afraid you've missed the boat – this time around at least. Nintendo gave out a batch of Mews during the summer on

their Pokémon roadshow. (The last one was ditched out at the

WHAT A SITE!

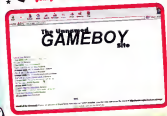
Will there be a section in *PCB* at my point in time in the future for readers' GB-related Web sites? Here's mine to start you off:

<http://www.ugba1.com/uk>

It's called the Unnamed Game Boy Site, we update it as often as possible, have a chat room, WAP site (you know, for the kind of people who want to be at the height of technology) at <http://www.ugba1.com/uk/wap/Pokedex.html> and the obligatory High scores page.

Mark Kelly, Poynton

Nice site, Mark. Here, have a prize for going to all that effort. Ed.



★STAR LETTER★

AT WHAT PRICE?

In the Summer 2000 issue there was a letter about cartridges with 52 games or more that are illegal. People will be tempted to buy these cartridges as good games are £24.99 each. If you bought a cartridge you'd save a large amount of money.

Also, several months ago there was loads of stuff about Resident Evil. Is it out in the shops? I've been keeping an eye out but never find it.

Helen Quinn, London

Ah, that old chestnut – if games were cheaper there'd be no reason to pirate them.

You might try to justify copying games due to the high price, but

SHOOT 'EM ALL

Someone please shoot Pikachu! I know he's supposed to be cute and cuddly but my God, *Pika-shu* *Pika-pi-shu* *Aaaaaaagggggghhh!* The game is fun but the hype is just awful. Pokémon cards, Pokémon T-shirts and I suppose they probably have Pokémon toilet paper?

There is, however, one use for Pokémon cards that I've found – at home!work!

Clapping them up his never been so much fun! As for the newest game: Gold! I suppose they'll have Platinum next starring Bul-bul-koo and

Wazzi-wazzi-doo-doo! Who makes this stuff up? It worps minds. Please could someone do the world a



Millennium Dome in London - check out the news pages.)

3. You couldn't buy him for a million pounds. On second thoughts...

4. No, it's just like trading, you won't damage the game.

It has to be said, Nintendo have been a bit crap when it comes to publishing these events.

But there is another - slightly underhand - way of getting hold of Mew, and that's by using a cheat cart, such as Action Replay from Datel or Xplorer from Blaze. By entering a special code, these effectively trick your cart into thinking that Mew has been downloaded. Sneaky, eh? Ed.



GAME BOY CONVENT

It's great that brilliant PlayStation games such as *Tomb Raider*, *Metal Gear Solid*, *Grand Theft Auto* etc are now available for GBC. As most people who have a PlayStation are now twitting PlayStation2, and so sequels of excellent games are being postponed, Nintendo could maybe try and get PlayStation's developers to make GBC versions of other console faves.

Although GBC is obviously not as powerful as PlayStation, if Nintendo can make a success of *Tomb Raider*, why not other complex games? Wouldn't it be great to see the *Final Fantasy* series return to the GB, where it first began?

As for platform games have been given a new life by GBC, surely *Crash Bandicoot* would be an option. It makes you wonder what GBC developers have got in store for GBC. Any info?

Daniel Boyd
London



Games like *Metal Gear Solid* and *GTA* are owned by independent companies, not Nintendo or Sega, so they can publish titles for whatever system they like. *Crash Bandicoot* on the other

hand, has been for a long time



exclusively licensed to Sony... So, up until a few weeks ago, we would have laughed in your face if you said *Crash Bandicoot* was coming to the Game Boy. But, just as we went to press, Konami and

Universal Studios (Crash's developers) signed a deal to bring the platformer to the Game Boy Color and the Advance. It looks like somebody out there was listening to you, Daniel. Ed.

send me your stuff & win!

Got something interesting to say? Just finished a fantastic piece of artwork? Or perhaps you've just got a tedious list of questions you'd like to ask? Whatever it is, send it in to me, the Ed, at:

Talk Back,
Planet Game Boy,
30 Monmouth Street,
Bath BA1 2BW

Or, if you've got one of those computery things, email it to planetgameboy@futurenet.co.uk

Make sure you mark it 'Talk Back' in the header line.

Best letter wins a brilliant bundle from Mad Catz (£2 03952 707 4000) including a rechargeable battery pack and accessories.



(WELL, THE STUFF IN IT.)

EVERY

The lucky blighter will also win a super combined TV/video unit in bright Pikachu yellow and a copy of the video, thanks to Warner Home Video.

THE SURVEY

Which two Pokémon battle it out in *Pokémon The First Movie*?

- A) Goodhue & Graveler
B) Mowtwo & Mow
C) Laurel & Hardy

SEND TO:

A Big Pile
of Pokémon,
Planet Game Boy,
Future Publishing,
9000 Street, Bath,
BA1 2BW





Pokémon
Gotta catch 'em all!

Pokémon
Gotta catch 'em all!

PTO

Pokémon
Gotta catch 'em all!

Pokémon
Gotta catch 'em all!

It's Mine! All mine!
Oh, alright, you have it!

It's my upper
Korona

**WIN
BATH ROOM!**
Spend 50p on any 10p

WHAT YOU WIN...

WORK, REST AND PLAY WITH OUR PERFECT
PILE OF POKÉMON PRODUCTS!

STATIONERY & ART EQUIPMENT

Be the coolest dude in school with Pokémon stationery including pencil cases, personal organisers, notebooks, folders and backpacks. Then put your pens and pencils to good use with the poster art kits, tattoos and sticker sets.
(£2.99 to £12.99)
Universal Concepts
0208 205 5550

BATHROOM PRODUCTS

Now there's no excuse not to wash, with these great Pokémon bath-time buddies! Includes Game Boy-shaped bubble bath, a Meowth toothbrush and beaker holder, Pikachu toothbrush holder and Pikachu foam bath.
(£2.49 to £4.99)
Grosvenor of London
0207 470 3500

BOOKS

Read all about it! There are 34 Pokémon books here, including the Official Pokémon Handbook, short stories, quiz books and the First Movie adaptation. Budding young businessmen and women can check out the Pokémon Funfax with sections on how to draw Pokémon, plus gorgeous pictures to colour and a diary.
(£2.99 to £5.99)
Dorling Kindersley
0207 836 5443
Scholastic
0207 421 9000

Make sure you leave space for this state-of-the-art yellow Googlebox/Midea thingy. You need never leave your room again! (That's a good thing? - Ed.)

ELECTRONIC TOYS & GAMES

We hope you've got lots of batteries, you're gonna need 'em. There's a talking cuddly Pikachu, Thunderbolt Challenge pinball game, Pokémon Challenge spinning top game, Battle Arena game, walkie talkies, a camera, electronic Pokédex, plus lots more.
(£4.99 to £24.99)
Tiger Electronics
01423 501 151

POSTERS

Stick these superb Poké-posters all over your room!
(£1.99 GB Posters)
0134 276 7004

BAGS

These cuddly Pikachu bags come in various sizes and store everything from 1 Game Boy to a pair of pyjamas!
(£4.99 to £14.99)
Golden Bear
02952 608 3010

SKATEBOARD

You could be the next Tony Hawk with this Pikachu deck!
(£16.99 MV Sports)
0121 748 8000

PO

CARDS & STICKERS

Join the collecting craze with this range of Pokémon sticker sets and albums, plus trading cards to keep them all spick and span.
(50p to £3.99)
Topps Europe
01908 800 100

RED COVER & BEANBAG

Is that Action Man/Borbie duvet getting a bit moth-eaten? Well, now you can cuddle up with Pikachu and chums with this duvet pillowcase and valence set. Also available are Pokémon curtains and a beanbag!
(From £14.99 Zip)
0257 230 014

GAME BOY CARRY CASES

Three Pokémon carry cases to keep your Game Boy scratch-free. They come in three sizes.
(From £7.99 to £9.99)
Planet Distribution
01992 707 400

T-SHIRT

In starting Pokémon red, this T-shirt comes in one size that will fit all (except if you're really small or fat).
(£9.99 Blues Clothing)
0207 371 0325

OUTDOOR EQUIPMENT

Take to the skies with a stunt kite (mind those pylons, kids) or hide out in the garden with a Pokémon pop-up tent. And keep your room clean with a Pokémon Pop-Tidy.
(£7.99 to £19.99)
Worlds Apart
02020 77790

THE RULES

1. No purchase necessary. If you're reading this in the shop you really ought to buy it, you tight-fisted little... but you don't have to. You really should, though.
2. Only one entry per reader. We get it all the time: the same postcard from the same place, written in the same handwriting.
3. Be quick! The closing date is November 24.
4. Employees of Future Publishing and all companies associated with this giveaway are

Ash, please
can I enter the
competition?

not allowed to enter. That would be unfair.
5. The editor's decision is final. He likes these power trps. God help us all.

Not if I get there first you little redneck!

A big thanks to all the companies who sent us their fine products:
Scholastic Ltd, Topps, Zip Ltd, Universal Concepts, Tiger Electronics, Grosvenor of London, Golden Bear Products, MV Sports and Leisure, ALS Industries, World's Apart Ltd, and Warner Home Video. And cheers to Bianca Beedens. You're a kid!

N64

MAGAZINE

PLUS!



GAMECUBE

Everything you need to know
about Nintendo's next-
generation machine!



REVIEWED!

MARIO TENNIS

ISSUE 47 ON SALE
28TH SEPTEMBER

DOUBLE GAME GUIDE +
Packed with tips for *Turok 3* and
Pokémon Snap. Unmissable!

FREE!

Make sure you get the best N64 info every month!
CALL 01458 271124 AND SUBSCRIBE!



REVIEWS



Have a good look at all the latest & greatest games!

Reviewed by Rick



PRICE: £26.99

FROM: NINTENDO

TEL: 01703 653377

ON SALE: NOW

POKÉMON PINBALL!

As part of a government clampdown on bad jokes, we were challenged to write this review without the use of pinball puns. Flipping he... (Careful! - Ed.)



Combining two tried and tested products into one doesn't usually work. (Chocolate pretzel,

The unfortunate Psyduck is about to get a shock (Barilly) from Pikachu!



anyone?), You would have thought, then, that splicing together pinball and Pokémon would produce a similarly sickening result.

So imagine our surprise when up pops not only a decent pinball game but also a fine Pokémon product. Albert a very hard one.

You see, the great thing about Pokémon Pinball is that it brilliantly combines the fast 'n' furious fun of pinball and wraps it in a sweet Pokémon-encrusted coating. But the not-so-great thing is that it's very, very hard. There's no doubting that PP is a very cute little package though. You can catch, train and evolve your monsters

just like the regular Game Boy adventures, albeit on a pinball table two screens high.

And, instead of just looking pretty, the Pokémon have a clear purpose. For instance, Pikachu will blast your ball back into play if it strays to one side and the ball itself is a Pokéball.

There are two tables to choose from - Red and Blue - and each contains its own locations lifted straight from the Pokémon planet. At the start of each game, pictures of the town, routes and such blur by on the table's mini screen for you to select.

FEATURES

BLACK & WHITE!

SAVE GAME!

LINK-UP?

INFRARED

PRINTER?

DOUBLE PAK!

TRANSFER PAK!

TIP

To calm down an erratic ball, catch it in the hinge of an open flipper. As long as you keep holding the flipper open you can keep the ball there as long as you like. It's not cheating. Honest!



CATCH A CRITTER!

Bagging a Pokémon in Pinball is easy enough. Once you've uncovered a critter, you've got two minutes to bash it into submission (or knacker it out).



Activate Catch 'Em Mode by ringing the bell around the table's right-hand ramp three times.



On the Blue table, it's Cleopatra's posing girl which must be targeted to begin the process.



The Pokémon will appear in mid-air - rapidly and willing to be blasted.

Craig David'll over your (Detrol!)



1st HIM	1400000000
2nd CRL	1400000000
3rd RIM	1400000000
4th LSA	1400000000
5th PRL	2000000000
6th	1400000000

Building up the high score table we go - the difficulty in Pinball is not to Exaggerate!

You see, the Pokémon aren't spread randomly throughout the game. You must "travel" to each area and hunt them down on their home turf. For example, you'll only find rare Pokémon like Tauros in Safari Zone. If you're lucky...

Once you've landed in an area, it's time to start a "hunt". Thankfully, the techniques of catching and making Pokémon are the same on each table. Except Red makes it much harder because it's so difficult... Capture three Pokémon in an area and you move on to the next, where you repeat the process until you move on again, and again... And that's it. It may not sound a lot but there's so much crammed in here, it'll keep you busy and the best millennium (well, maybe not that long). [No pinball puns so far? I think we're going to make it - Ed.]

Still, if the thrill of Pinball wanes you can always amuse yourself with the mini games. There's Meowth's stage, where you must whack the hapless puss until he drops his hoard of coins, and a Breakout-type wall buster featuring Diglett. But the bonus games aren't just there



for show. Success will give you a shot at bagging Mewtwo! And it's not until you've found all 151 Pokémon that the game will be over - and that



will take you ages. Why? Because it's blimmin' hard. Yes, we can't avoid the subject any more. You'd better invest in a rubber protector for your Game Boy because Pokémon Pinball will have you throwing it across the room

It will take you hours to make it to the bottom of the high score table - and that's just on Blue. Whilst Red is something else entirely. The layout of the tables is such that the ball seems to spend most of the time invading down the gutter! Newcomers will touch the ball more often than a third

NEXT GENERATION

If you thought Catching 'Em was tricky, try this for size. Evolving is a much longer process, you must hit specific toy targets to make experience counters appear...



On the Red table, Ditto will disappear to reveal a hole. Target this to begin the evolution process.



Change your ball, shopped out head-on into a new Grenadier!



Then get ready to begin all over again. The game is never ending.

OK IN B&W?

Yes. You'll lose the lush colour but the games still the same. A rock hard Pinball Wizard...



division goalkeeper, and there aren't any continues to back you up. However, it's a great feeling when you capture an elusive creature - and worth the effort you have to put in. It's just a pity that the game doesn't reward you with anything but points.

A few secrets to unlock wouldn't have gone

amiss, but as a pinball game PP works and with Pikachu and chums - it's a different ball game. (Aoooooh! - Ed.)



The world is full of choices, Red or Blue, Coke or Pepsi, Biffle or Britney...

IT'S A BRUCIE BONUS!

You'll need to play these bonus games if you want big points. There are two sub games per table, and when you complete them you'll get a shot at catching Mewtwo. Very tricky!



The Blue table's first bonus game. Put Mewtwo with the Pokéball, and he'll drop coins. Great, isn't it!



See the Swirl in the wall? Pop them on the bonus with the ball 20 times to clear this stage.



The Red table's first bonus stage involves hitting the Diglett to uncover Dugtrio. Bored.



The second encounter is a tricky battle to catch, unless you're the tough type. Nothing's easy!



"How heavy is a Golduck?" I hear you cry. All questions are answered, a half-full plate of string is worth two in the Bush. Indeed.

VERDICT

LOOK 'N' FEEL

Smoother than a baby's bum buffed with a Brillo pad. (Duch)

CAMELAY

Perfect for a quick car trip or a long-haul flight. Top Gun.

LIFESPAN

Buy lots of batteries because you're gonna need them!

DIFFICULTY

Tougher than month-old cheese but it still doesn't stink.

RATING
90%





REVIEW

Reviewed by Rob



PRICE: £24.99

FROM: UNI SOFT

TEL: 0206 5449000

ON SALE: NOW

In *Jungle Book* you can almost smell the monkey poo.



Mowgli may be just a bunch of pixels but he's got character. And a very wacky haircut!



JUNGLE FACTS

Or, more probably, jungle fiction. You decide.

New Game
Continues
Sound



After *Walt Disney* died, his hand was frozen. In the time that one day alone will allow him to live again.



Evening wrote the *Jungle Book* is a book between making sense of his unusually good voice.

THE JUNGLE

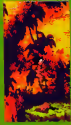
Want to walk like the animals
and talk like the animals?
You do? What a stroke of luck.



Why do African elephants have big ears?
'Cos Noddy wouldn't pay the ransom!

TIP

The *Jungle Book* has no save game feature. Instead, you get a password at the end of each level. And guess what? Just in case you're more stupid than someone who has flushed their brain down the toilet, here's the passwords for levels two to five: RTLV, SZU2, M64*, Y9RL. Just don't say we never give you anything, eh?



HOGWASH

If you want to rumble in the jungle effectively you'll need to enlist the help of friendly beasts...



Any arsehole great and small will do - men! see anything around to help us yet though...



And Quik a hovers into the bushes and a boy comes out of his hole-hole.



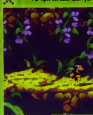
Then - yobaka - you can help on his back, and translocate up to the platform above. Art!

Disney cartoons are a bit like ice creams - everybody has their own favourite flavour. But do you go for the Lion King, with its raspberry ripple (and slightly Shakespearean) story of family betrayal, reconciliation and cuddly lions? Or how about Pocahontas, with its delicious mix of mint choc chips and forbidden love? Or 101 Dalmatians, with a liter of pops as adorable as the combination of sticky toffee and banana?

But like vanilla ice cream, almost everybody will agree that *The Jungle Book* remains the best Disney movie of all time.

It has, for one thing, the most memorable set of characters (once you've been introduced to Baloo the bear, Bagheera the Panther and King Louie of the Apes, you'll never forget them). And it has the all the best songs (*The Bare Necessities* and *I Wanna Be Like You* are undisputed classics). In fact, if you've never seen *The Jungle Book*, go and grab the vid.

This chunky clone is on hand to provide Mowgli with this. That's PG Tint Oh hole (Sorry.)



Immediately. You don't know what you're missing.

While it has its flaws, *Jungle Book* the game at least manages to do justice to the film in the looks department. Our hero is Mowgli, the young boy who was raised by wolves in the Indian jungle. Mowgli looks as adorable as ever, with plenty of frames of animation and - crucially - he also has the right colour pants on (orangey red).

The jungle background is also fantastically atmospheric. It's a huge rainforest silhouetted against the most gorgeous sky you've ever seen. In terms of graphics alone, *The Jungle Book* is one of the finest Game Boy titles to date, with more jungle atmosphere than a bag of KP monkey nuts.

Gameplay-wise though, things stick to the tried and tested. Yes, it's a sideways scrolling platformer



Here's Mowgli modelling the latest in outdoor activity wear. They're made from the finest natural ingredients and are a bit snug!





With its easy-to-kill King of the Swingers (a jungle VIP) but that he doesn't look like a loyal subject.

BOOK

which, frankly, shows a lack of ambition and originality. And, to be honest, the game's also too easy. What a let down! The puzzles in particular are head-slappingly simple: pick up and throw a nearby banana to any monkeys blocking your way; fill appropriately placed bags with a couple of nearby rocks to open doors; use the things that look like hairy pigs as trampolines to

What do you think of the jungle, then Pongli?

I prefer deep holes, actually.

Jump onto out-of-reach platforms; and run and jump through timed sections before the doorway to the next level closes. How exciting! I mean, really! If that wasn't enough it seems that nothing – other than the layout – seems to change between levels. The game suffers badly because every stage is set in the jungle

instead, each only the same old routine of throwing bananas, rushing through timed doors, and following arrows. And when you're racing through the levels like the rush to an ice-cream van on a hot day, this is not particularly great news.

In fact, *The Jungle Book* is so easy that you have to assume that it has been written with 'the kids' in mind – kids, that is, far younger than anyone mature enough to check out a fine magazine like *Planet Game Boy* before forking out twenty-odd quid for a Game Boy game.

If you like your games really, really easy, *The Jungle Book*'s just fine. If you like a bit of a challenge though, then go for something else instead.

The tiny screen shows your progress through the jungle terrain. (Obviously, Pongli's head is not so tiny.)



It's 'Spot the Pongli' time! Ten points to the first reader (No, there's not, don't even go there – EA) who can spot our darling hero. Good job he's not wearing those trousers, eh?

FEATURES

BLACK & WHITE? ☒

SAVE GAME? ☒

LINK-UP? ☒

INFRARED? ☒

PRINTER? ☒

RUMBLE PAK? ☒

TRANSFER PAK? ☒



Pongli swings in a spot of mind-blinking. The creepier it

THE LAW OF THE JUNGLE

Playing *The Jungle Book* is as easy as tying your shoelaces – provided someone shows you how to do it in the first place. So let *Planet Game Boy* take you by the hand and guide you through the three main ins-and-outs of jungle know-how.



Is there a door that's locked? Oh well, just give up and go home then, but wait! Look around for a nearby big tree or stump of rock. We'll have you out of this fix before you can say, 'That's it. I'm off.'



Oh, throw those rocks into the big tree and you have one open door.



So, find an out-of-reach platform, and discover the, erm, massive utility will be able to give you a lift.



Oh, an arrow! That must mean a door has opened somewhere.



So, don't be over-ill. This thing – whatever it is, actually – will propel you up into the sky.



Oh, it'll only be open for a short time, though. Don't.



So, now you can return to your adventures. And if you get stuck again... Er, don't ask.

VERDICT

LOOK 'N' FEEL
Beautiful graphics, which do justice to the gorgeous cartoons.

GAMEPLAY
You'll pick up it all up on your first go – it's shockingly simple!

LIFESPAN
You'll whip through the thing quicker than butter melts in the sun.

DIFFICULTY
Easy until you reach the later levels when it just gets infuriating.

RATING

69%





REVIEW

Reviewed by Ashley



PRICE: £34.99

FROM:

TEL: 0800 555710

ON SALE:

You know what they say about London - all the streets are paved with Toad.



When particularly annoyed, Apocalypse himself the infinite non-stop attack

IT'S ALL X-RATED

Though there isn't much of it, Mutant Academy's static artwork and in-game screens really help add atmosphere to this very average title.



Closer to the comic than the film, but still not very good.



These screens are too good to let go. Get help out

X-men: mutant academy

It's like *Police Academy* really, but with mutants instead of that guy who could make sound effects with his voice.

A good beat-em-up should be rock-hard - it should make you scream with anger before making you have another go. You should be playing until somebody has to prise the crushed, twisted mass of plastic that used to be a Game Boy from your trembling, sweating hands. X-Men doesn't do any of that, due to a terrible, fundamental flaw. It looks nice, though.

It's a beat-em-up by *Crawfish*, the same people

who did *Street Fighter Alpha*, but not as good. You can play as 11 different X-Men, with two extra characters (Phoenix and... that would be telling!) that you can unlock later on.

There are some good-looking arenas, and the character graphics are well-drawn - Sabretooth is big and mean, and Storm is worryingly fatty for somebody only a centimetre tall. Toad looks really stupid though, and he fights by waving his foot as if he is trying to shake off a

piece of sellotape that has got stuck to the bottom of his shoe.

No matter who you are, you have two basic moves - punch and kick - and a couple of special attacks which you probably won't bother with, as you can win any match by holding 'down' and pressing A very quickly. In fact, you can probably win by waving the Game Boy in the air, but I didn't try it. There's a difficulty level, but it doesn't seem to do anything.

Although the link cable option promises to prolong your interest a bit longer,

the game still boils down to hitting A as fast as you can.

X-Men is fine as a thumb workout, but as a game it's a missed opportunity.

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- INFRARED? ☒
- PRINTER? ☒
- REMOVABLE PAK? ☒
- TRANSFER PAK? ☒

TIP

Here's a helpful and handy hint - bash the A button and hold right until you win. Or, you could always hold down and bang the A button until you win. And there's always the option to repeatedly whack the A button and... (We get the idea - Ed.)



TORD'S USELESS MOVES - IN FULL

Some of the fighting moves in *Mutant Academy* wouldn't even wind Michael Flatley - what's the use of a beat-em-up that makes *Comic Dancing* look like *Nightmare On Elm Street*. Call yourself mutants! Hal



Here, Toad suddenly realises that he is wearing paper bags on his feet. He is so embarrassed that...



...he does a bit of twerking. The sad fact about his dances too hard, and...



...with a loud twirling sound, his trousers split. 'Not to worry', he thinks to himself...



'It's too late! I'm hurt!', yowls. His opponent watches in horror.

VERDICT

LOOK 'N' FEEL

Comic-book scenery and attractive cartoon graphics abound...

GAMEPLAY

Hit A repeatedly to win. Keep going until you get bored. Won't take long!

LIFESPAN

Anything from half an hour to, well, around forty-five minutes.

DIFFICULTY

You could finish this with your eyes closed in about 30 mins.

RATING **52%**

Reviewed by Lou



PRICE £24.99
FROM TWO
Tel 01953 467070
ON SALE NOW



TIP

Keep paying

visits to the same shop before you move on. This way you'll get a big range of accessories built up and then, when you get to the fashion show at the end of the level, all you have to do is keep changing outfits. Otherwise you'll have to revisit all of the levels' shops again!



The outfit came in flying at you from all directions. Watch out! This blazer game could induce all sorts of horrors. New style (disbanded)



FASHION PARADE

Match yellow lipstick, with a blue and pink striped jumper and you'll soon have the fashion police on your trail, although Raptor thinks it's great and awards you mega points. But then a plastic dinosaur probably knows more about fashion than Gaultier.



"Joy Mylord Your new show's just marvellous darling."



"... Christened Did you see Easy's show this year? - Melpose."



"I'd rather be seen in BHS. The BHS year! How like that!"

TOTALLY ANGELICA

Those 'cute' nappy rash infected babies are back, but this time Angelica's the star.

Everyone has their favourite Ragat. People like Tommy because he's cute, Chucky because he looks like Chris Evans and Phil and Li

because... does anyone really like them? But most love Angelica as she gets to be the real cow of the gang. So it was only fitting that she should get her own game.

Great, you may think. Does she hide Chucky's glasses, steal Tommy's bottle or pull off Raptor's head? Not exactly. Angelica starts to ring, when you see 'Girl Gamers Unite!' plastered all over the game box. Suddenly, you know this adventure is going to come over all 'fluffy'.

The plot is based around Cynthia - Angelica's desecrated doll - which has been lost in the shopping mall. It's your task to get the Ragat up to the fifth floor fantasy world and retrieve the doll, by way of a little retail therapy and a fashion show

which would make Virginia Westwood proud.

To move up the floors of the shopping mall you must complete puzzles that vary from matching colours to catching cookies that are ejected from tasters - in the various stores you wander past to get items of clothing, jewellery and make-up. Once you have said pieces you then have to enter a fashion show that is judged by the other babies - though quite what their qualification for this task is remains a mystery. When your outfit scores enough points you get to go to the next floor, where the process starts all over again.

Put simply, *Totally Angelica* is only for girls who like all things really girly.

Congratulations you're winning combinations, you bought a tiny girl!



EMAIL-TASTIC

Totally Angelica makes great use of the Game Boy's infrared link. You can access the Angelica-com at any time and either type in a level password or type out messages to a friend - provided they've got the game too. If you're short of outfits, then get a friend to send you one that they've found (or you could send something to them).



Ed lets you 'trade' over the Game Boy, where baby we says that hater off!

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- INFRARED? ☒
- PRINTER? ☒
- ROMBLE PAIR? ☒
- TRANSFER PAIR? ☒

VERDICT

LOOK 'N' FEEL
 Looks like something straight out of the cartoon. Pretty good.

GAMEPLAY
 The puzzles are repetitive when you've got the knack.

LIFESPAN
 You could spend time trying to get every item, but you probably won't!

DIFFICULTY
 Once mastered the puzzles quickly become a doddle.

RATING 55%



REVIEW

Reviewed by Rich



PRICE: £24.99

FROM: THQ

TEL: 01933 451679

ON SALE: NOW



"Selling down to San Francisco, by now to wear some flowers in your hair." (We don't often get up to those notes.)

TIP

The secret to success in MTV Skateboarding is to make sure that your board is lined up with the various obstacles. Arrows mark the way to ramps and jumps - if you get your board sorted before you hit the arrows - you'll be lined up ready for when you eventually hit the ramps.



British graphics, rubbish gameplay, rubbish, er, rubbish. MTV Skateboarding is consistently bad - just like the penny arcade quarter. Losing at school.



ALL AROUND THE WORLD

MTV Sports: Skateboarding takes you on a whistle-top tour of the world. But - er - how geographically accurate are the levels? Let's find out.



Seattle, on the west coast of America, home of Bill Gates and some blue skateboard ramps.



London - better, or, some cars. But where's Big Ben? Nowhere to be seen, that's where.



San Francisco. You must recognise it from that rail you've just fallen off, surely?

MTV SPORTS: SKATEBOARDING

Skateboarding for the MTV generation. It can only be - MTV Sports: Skateboarding. Hurrah!

FREERIDE!

If object-collecting isn't your bag, you can head straight for the free-ride section, in all its purple glory.



Now, if I can just line myself up with that ramp...



Aw, we get Press a direction on the just what is the air for Papal minimum tribings. It's the choice of a new generation.

Except, don't celebrate! MTV Sports: Skateboarding isn't great, to be honest.

The problem is that the word 'skateboarding' in the title, conjures up images of a game chock-full of ramps, half-pipes, curbs and old ladies to knock over. But here, the emphasis is on searching and exploring.

Instead of performing stunts, you need to complete a series of tasks to move onto the next level. For example, you may have to collect a certain number of balloons or 'MTV' icons or - in one level that's set in a museum - crash into a set number of vases.

Whilst the task-solving does involve its fair share of jumping, flipping and grinds, what fun there is to be had is hampered by the fiddly control method and the obstructive view.

MTV style nonsense - they're down with the kids, innit.



MTV Sports: Skateboarding isn't great, to be honest. Which conveniently is where we came in. Bye.

The levels are viewed at 45 degrees (like standing in the corner of a room and looking inwards) and as all the ramps and obstacles are also set at 45 degrees, you have to angle yourself perfectly to pull off a jump. Not an easy task, considering the over-sensitive controls. Though it gets easier as you get better and you can alter the game speed if things are too tricky, it never quite feels right.

The front end of the game is also far too cryptic - if you're one of those people who likes to consult the instructions to the bin and press Start - you're not going to have much luck here. All-in-all then, MTV Sports: Skateboarding isn't great, to be honest. Which conveniently is where we came in. Bye.

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- IMPROVEMENT? ☒
- PRINTER? ☒
- RUMBLE PAK? ☒
- TRANSFER PAK? ☒

VERDICT

LOOK 'N' FEEL

Confusing front end, and the game itself looks far too empty.

CAMELPLAY

Too simple - skats around collecting things and pressing B occasionally.

LIFESPAN

Like a fine wine, gets better with time, but still, don't hold your horses.

DIFFICULTY

Frustratingly tricky, almost to the point that you want to give up.

RATING **45%**



REVIEW

Reviewed by Geraint



PRICE: £24.99

FROM: UBI SOFT

TEL: 0208 9449000

ON SALE: OCTOBER

Swishes. Flounders. Is where it all happens. In Donald Duck you're just a lever pull away from another big 'n'radar platforming adventure. Aren't you the Duckiest?



LUCKY MOUNTAIN

DONALD DOES DUCKBURG!

For a duck in a sailor suit with no trousers, Donald certainly gets around in terms of locations. Ubi Soft haven't disappointed.



The city is home to countless dangers: electricity, pipe allies and vicious low flying choppers.



Donald doesn't half get straggled. Just make sure there's no spikes around when he... Doh!



Swamps, forests, busy police and he STILL refuses to wear pants! He almost deserves to be roasted.

DONALD DUCK

Quack, quack oops! Donald Duck quacks up, in this rather average platformer.

Look, you're going to take control of any of the classic Disney characters out there, the one you'd choose would be Donald Duck, right? To be perfectly honest the rest of his mates are pretty lame. Take Pluto for

example. Not exactly the brightest crayon in the box, is he? And then we have that ramble-pamble do-gooder Mickey Mouse. Definitely more mouse than man, if you ask me. So who's left? Menne Mouse... er, no! ...

Donald? Too right! He's the only one from that old

school Disney grew with attitude, so it's not surprising that he's first choice to go and rescue the kidnapped Daisy from the clutches of evil.

As usual, the best method of rescuing any of your kidnapped mates is to get teleported to random locations where you'll engage in that age-old life saving technique of jumping and coin collecting. Do enough of it and eventually everything will be alright. Right?

Well, yeah, I guess. Alright is about it really. This is pretty standard stuff. There's nothing particularly WRONG with Donald Duck, it's just that there's nothing innovative here. Granted, the visuals are great, as is the animation. The controls are very tight and it's good fun despite that inescapable feeling of deja vu.

The question is though, do we REALLY need another

standard platformer on the Game Boy? If you still crave platformers after playing through the likes of Wario and Mario DX, then by all means give this a go. If you don't already own a platformer, then you'll find just about any Nintendo title more worthy of your cash.

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- INFLARED? ☒
- PRINTER? ☒
- ROMBLE PAK? ☒
- TRANSFER PAK ☒



LUCKY MOUNTAIN



If you time it correctly, that swinging hook throw will give the chubby old cobbler a kick-ass orange suit.

DISNEY MATINEE DOUBLE... ER... BILL

As you'd expect from a Disney title, gorgeous cartoon cut scenes are present after each level and are designed to further the rather twisted plot. They may not always be particularly stunning but it does lend the game that inimitable Disney touch and is great for the younger gamers out there.



He doesn't half look worried. If you don't take a teleporter, send Mickey through first!



Flunk might look frightening but one swift knee to the jaw 'knows' white and he'll collapse.



Boys. They're best left alone. Jumping into their open mouths just isn't a good plan.



GAA! Being pushed into a twisted spiral dimension by a mischievous grin can ruin your day!



LUCKY MOUNTAIN

VERDICT

LOOK 'N' FEEL

Excellent on the eyes. Graphically Donald Duck's a real gem!

CANPLAY

Though it's a standard platformer - it's still good fun.

LIFESPAN

Once you've beaten it, you won't exactly be rushing back.

DIFFICULTY

Tricky in places, even for the more seasoned (wahny!) gamers.

RATING

79%



REVIEW

Reviewed by Alex



PRICE: £24.99

FROM: ACCLAIM

TEL: 0191 5445000

ON SALE: NOW



I'm going Turok around the clock...

Truly, the Dino King. Turok's got his work cut out just staying alive. (Like Benge!)

TANKS A LOT!

Busting about in the tank is one of the best bits, but watch out, the armour's not up to much...



Turok's ain't like your health down in seconds...



While smaller enemy tanks go down in one shot.

TUROK 3: SHADOW OF OBLIVION

Turok, or not Turok? That is the question. And sadly, the answer is the latter...



After mashing his way through many a band on both the N64 and the Game Boy Color, you'd of thought Turok would've had

Actually, I'm a vegetarian.

enough to break from suit. It about time that he took the load off his feet, snuggled up in his favourite armchair, and tucked into a good book or something?

If Shadow of Oblivion is anything to go by, then he

certainly needs a break from that old dinosaur-hunting tank. You see, there's nothing new or particularly exciting about Turok 3. In fact, it's almost a carbon copy of its GBC predecessor Turok 2 - lots of scrolling screens and loads of badly drawn enemies to bash, but that's about your lot. Though technically the game's pretty solid, the question is, how

much of the time old Turok can you stomach?

There are some nice touches, such as the bits where you rattle about in a great fat battle-tank. But the areas of the game where you run around on foot never really get exciting, despite the veritable armoury of weapons available for collection. So it's

business as usual for Turok... And you're best off looking him in it.

TIP

When it's just you versus the dinos, make sure you don't rush into combat. Most enemies take more than one attack to go down, and if you're fighting more than one at once, you'll lose out on health. And the game's simply too tough to be careless. The pistol helps out, but remember to go easy on those scant ammo reserves.



Seller - After about 100 platforms and like a pop at you. So fight fire with fire, we say!

I'm a Day-to-the-Burner. Giddy!

TOOLS OF THE TRADE

Turok packs the kind of hardware that no aspiring dinosaur hunter should be without. Just you remember to flick them safety switches off, hmm?



The knife is Turok's basic weapon, and will see most badfellas off in a slash or two.



The howl is the knife's cousin, and is also Turok's first taste of ranged weaponry.



The pistol is perfect for picking off lighter enemies, but bullets are scarce, so use sparingly.

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- INFRARED? ☒
- PRINTER? ☒
- RUMBLE PAK? ☒
- TRANSFER PAK? ☒

VERDICT

LOOK 'N' FEEL

Looks good, feels good, but it's as dull as talking about Big Brother.

GAMEPLAY

Okay, but nothing we haven't seen a hundred times before.

LIFESPAN

It's big up, if you've got the patience, it's lost you a good while.

DIFFICULTY

Dead tricky, even on the easy setting. Challenging stuff.

RATING **68%**





REVIEW

DONINGTON AND ON AND ON...

Famous Derby course Donington is where you'll first get to grips with TOCA's tricky tracks. We've already stormed through the qualifying lap and earned first place on the starting grid. And trust us, you'll need those extra seconds when the race starts in earnest. But at least the sun's shining!

Reviewed by Rick



PRICE: £24.99

FROM: THQ

TEL: 01433 787800

ON SALE: OCTOBER



Start the race gently or you'll spin on the spot, surrounded by smoke.



Avoided they're off! The first hard is not for off, start braking!



By this point in the race, you're likely to be a bit 'tyred', so hot



Watch over the crowd! Yeah, watch 'em. Watch them fly!

TOCA: TOURING CHAMPION

Which is it to be, Truly 'Orrible Crappy Antics or Terrifically Original Car Action?

Game Day racing games are like sandwiches.

There are loads of them to choose from but most taste awful. There are two reasons for this. Either the makers try to put too much filling inside and the sandwich can't handle it - causing a big mess - or there's hardly any filling at all, which results in a limp, lifeless waste of money.

TOCA, on the other hand, is a top-quality Marks and Sparks samurai stuffed with succulent ingredients and it's king-sized enough to keep you going for yonks. (OK, I think that's enough with the sandwich references now - Ed.) Sorry boss, but it's lunchtime, you know.

Half a second from now, someone's going to have a headache.

Programmers Spellbound Interactive deserve a big pat on the back for daring to be different with this conversion of Codemasters' mega-popular PlayStation racer. Because instead of the typical top-down or behind-the-car view we get a 3D pseudo perspective that works like a particularly pleasant dream.

Firstly, it's as fast as a rocket-propelled whippet. You really get a sense of speed as you're flinging your Ford Mondeo around one of the nine tracks on offer. And there's loads of detail packed into the teeny graphics, right down to the way the cars



My other car's a Lada.

THE RAINMAN

It's fair to say that we've got some crap weather in Britain, but it makes for some top racing conditions. I hope your wipers are working...



This atmosphere doesn't really do it justice, but trust us - it's absolutely peeing it down. Typical Costa-West Midlands weather!



The spray from the tyres is a nice touch. Except it makes you crash.



The rain sends you sliding like a Vespa-splashed mule.



Look at all them lovely nubile blondes so nicely and ardently. All racing is so much more fun! (I'm glad He's so kind.) (Glad, the girls.)



Now you can play PlayStation games on your very own Game Boy! Yay!

TIP

When you are approaching a bend, keep an eye out for the signs by the side of the road. The numbers will count down to tell you how far away from the corner you are. Another handy sign will also tell you how sharp the curve is.





REVIEW

Reviewed by Jonathan



PRICE: £24.99

FROM: NINTENDO

TEL: 0202 3440000

ON SALE: OCTOBER

The prince who hits his hero hard - he usually travels by his, you know?

SAVE PRINCESS JASMINE

THROW THESE SPEND THESE EXTRA HEALTH EXTRA LIFE RESTART POINT WEALTH METER



Aladdin's one of our all-time fave Desert Island Caves.

Instructions! You'll want your magical throwing stick. Here's all you need to know. In 1 patch.



DISNEY'S ALADDIN

Rub your Game Boy and make a wish.

I'm a girlie - like it or lump it!

TIP

Actually, this boss isn't a barrel of laughs at all because he throws them at you. Barrels, that is. It's all a bit Donkey Kong, except there's no princess. And, as you can't reach up to poke him with your sword, it's initially tricky to see how to beat him. Luckily, however, as well as barrels he throws knives at you. This is lucky (no, wait for it) because if you time it right you can deflect them right back at him with your sword. Pretty good, eh?

A BIT ROPE

How many seemingly impossible platforms must you vault in this game? Well, how long is a piece of string? Come this way sir, as you give us money for old rope.



How do you get up there? (Remember: there are the days before Steven Seagal.)



Watch this. First we swing low onto this pole, and spring from there to the platform above.



Then we play the special single rope. This makes a rope make sparks from the basket below.



Finally, we jump back down, grab the rope, and fire upwards up to the platform of our desire.

matter, that Aladdin is the 32-bit platform game to have appeared on the Game Boy so far this week. Aladdin was a great game then and it's a great game now.

Everything's been carried over from the 16-bit versions: using your sword to deftly deflect throwing knives back at their throwers, jumping down onto recumbent camels so they blow away troublesome baddies, sliding through palace guards' belts to make their trousers fall down, dodging balls on chains that swing from side to side in and out of the screen and performing Indian rope tricks to reach tricky platforms. Supposedly - although sadly I'm too crap to have got far enough to verify this - the magic carpet escape from the treasure cave is also in there somewhere!

The graphics are excellent and the lad Aladdin responds to the controls like a faithful hound. And if you can learn to live with the fly collision detection, it's altogether splendid fun. All that's missing is a battery backup and a cockle-warming rendition of A Whole New World.

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- INFRARED? ☒
- PRINTING? ☒
- ROMULE PAK? ☒
- TRANSFER PAK? ☒



This is the 'Game of Monkeys'. In other words, it's a wonder. (It's a lovely old chestnut!)

VERDICT

PRESENTATION

You'll have to look for and find (no, half) for a prettier game.

GAMEPLAY

Tightly woven, varied and more challenging than a big old challenge.

LIFESPAN

Admittedly easy on 'Easy', but hard on - yes - 'Hard'. Funny, that.

DIFFICULTY

Admittedly easy on 'Easy', but hard on - yes - 'Hard'. Funny, that.

RATING **88**%

REVIEW

Reviewed by Rich



PRICE: £24.99

FROM: TAKE 2

TEL: 01753 456635

ON SALE: NOW



Lemmings may like to think that they're smart, but really they're as thick as two short lobotomized planks...

"Right, that's R. I'm leaving." (That you're going the wrong way!)



Lemmings meets *Play Pigeon* much, as I don't know, the Unbearable Lightness of Being.

Lemmings

Oh no! But - oh yes! Those loveable, suicidal, green-haired critters have at last been squeezed down onto the Game Boy!

Historically, if you thought of Lemmings, you'd think of furry brown

creatures who like jumping off cliffs. Now if you think of Lemmings, you're more likely to think of blue creatures with

green hair from Lemmings the game, which was released on everything from the ZX Spectrum to the Colgate SK2000 toothbrush.

Now it's the Game Boy's turn, and - fantastically - things haven't changed a bit. You do have to squint a bit (the Lemmings are smaller than ants). They don't go "oh no" when they die, but here they do. Other than that everything - including the puzzles - is identical to the original Amiga version. Hurray!

Explaining the concept on paper makes the game sound

SUICIDE IS PAINLESS

A picture paints a thousands words (and makes explanations 23274 times easier). So if you're unclear as to 'What Lemmings Exactly Is', step this way, sir!



The Lemmings enter the level through this portal in the wall here. So far, so good...



Get the first Lemming to start work on a bridge and turn the next Lemming into a blocker.



Drive over the platform our hero must dash through this rock...



...when that's done, blow up the Hecker (it's for a good cause)...



...and the rest of the Lemmings can trafile off to the end of the level.



Phew! But don't think that every level is this easy.

Why does it always rain on me?

98.76 times more complicated than it really is, but here goes. A bunch of Lemmings drop in to each level, and you have to guide them to the exit.

They follow each other like sheep, and die if they fall too far. Your job is to assign different traits to certain Lemmings - to make them dig holes, tunnel through walls, survive long drops and such - so that their path becomes clear. There's a time limit, and a percentage of Lemmings must be saved to successfully finish each level.

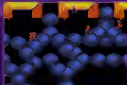
The '98 just have-one-more-go-then-get-on-with-my-life' addictiveness of the original versions has been retained and overall, it's ace!

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- INFRARED? ☒
- PRINTED? ☒
- RUMBLE PAK? ☒
- TRANSFER PAK? ☒

Game Boy Lemmings is its first two

Lemmings games in one - you get all the levels from the original Lemmings game, plus those from the follow-up Oh No More Lemmings! In that heretofore, or what?



VERDICT

LOOK 'N' FEEL

A bit dinky, but that's half the charm, not for the partially sighted, mind!

CANPLAY

As intuitive as mowing a lawn, and about 23275 times as soapy.

LIFESPAN

You'll keep playing until you finish it, and that won't be any time soon.

SUFFICIENCY

A curve as perfect as an arc drawn by a perfect compass.

88%



REVIEW

Reviewed by Lou



PRICE: £19.99

FROM: SG

TEL: 0207 585300

ON SALE: NOW



Will Alfred succeed as his next quest? Well, surely he will! (His joke was brought to you by the "best-mustard-for-your-outside" industry.)

TIP

Hunt for

objects everywhere, it's easy to miss things which in hindsight are blatantly obvious. A simple peck may open some secret stage, a pathway to a whole new level or just get you more gems. So give it a go, nothing ventured, nothing gained etc.



Pop goes the chicken... Of course Alfred doesn't drink soda - only hard liquor.



All of our products are free-range and totally organic... We assure our farmers are British and living in complete poverty. Thanks for shopping at an out-of-town supermarket.



KENTUCKY DIED

There are various ways for Alfred to cop his lot. If you run into an enemy you explode just like a feather pillow. Land on spikes and you'll be kabobed. Get electrocuted and you'll be right royally roasted.



Died before the Colonel was sign... killed in a crispy cooking!



ALFRED'S ADVENTURE

Will you fall fowl or get tarred and feathered, in this egg-on-face adventure?

In the shadow of Chicken Run, comes this title from publisher SG about a chicken called Alfred. This plucky young chap first made his debut on the SNES over five years ago, where he had

a fairly big following. And though a chicken is a rather unlikely superhero, Alfred could certainly be classed with Wolverine or Superman. But where Superman saved Lois Lane (when he

was supposed to be saving the world!) Alfred has to save his friend, Billy Egg. Mad scientists have egg-napped him and are planning to carry out some tests? No... Research? No... Eggperiments. Yes. (You groan - but it had to be said.)

In order to get to his buddy, Alfred must get through six different environments by way of 11 increasingly tough levels. He will meet clockwork mice and snails, which if landed on will take one of his three lives. (Since when did a clockwork mouse kill a chicken with superpowers?)

However, Alfred does have some fine fighting moves hidden under his feathered wing. Dive bombing enemies from a great height will take them out for good, while the peck move will enable you to

collect points by releasing balloons and discovering new areas. Throughout the game you'll also have to find that clichéd gaming collectible - the gem. Also scattered around are watering cans, though quite how they relate to chickens is anyone's guess, but get them all for a hidden bonus level.

You'll find Alfred's Adventure tiring and tough, and you'll be infuriated by the way that you'll often be killed by enemies you couldn't possibly see as you jump between screens.

Nevertheless, Alfred's has an addictive quality that will ensure that you keep coming back for more eggspiring adventures.

PECKING ORDER

The peck. It's a move that comes naturally to a chicken (but usually to pick up food) so it's only right that Alfred gets to use this animal instinct to get him points. Also, peck at walls to make them move, peck at balloons to get more points or peck switches to open new areas. There's not a grain of maize in sight, though.



Go on Alfred, show us your pecker...



FEATURES

BLACK & WHITE? ☒

SAVE GAME? ☒

LINK-UP? ☒

INFRARED? ☒

PRINTER? ☒

ROMABLE PART? ☒

TRANSFER PART? ☒

VERDICT

LOOK 'N' FEEL

The platform graphics are pretty good, but turn the music off.

GAMEPLAY

Smooth and logical, although it can get rather infuriating.

LIFESPAN

Once you've reached your goal, there's no point in going back.

DIFFICULTY

Tough, but then it would be boring if it was too easy.

RATING **70** %

REVIEW

Foreword by Jonathan



PRICE: £24.99

FROM: JUNE SOFT

TEL: 0226 9443000

ON SALE: OCTOBER



TIP

Given how all monkeys look the same (am I allowed to say that?) it can be tricky to remember which one can swing on ropes, which one can jump and so on. But it's not impossible. The secret is to look at their names. Suri starts with an "S", which looks a bit like a rope. So you know that Suri swings on ropes. Zini, on the other hand, sounds a bit like "slippy", which means "fast". So Zini's the one that runs. And Plo is, erm, the one that's left over. (Deary me - Ed.)



"This cut-out monkey" - what happened to the game thought? Give it a rest, eh?



"This rather dodgy 'map' screen shows your progress in a very simple way. Trying to it is."



Disney's DINOSAUR



Despite some neat ideas this is more a case of dino-snore.



With a GB Printer you can print out great maps.

Being a bit of a dinosaur enthusiast, I was looking forward to this. And I was encouraged to discover that, rather than going down the platform route, it uses an RPG-style perspective and gives each character a different ability.

So, for example, Aladar the dinosaur is strong and can push things, but you'll need to switch to Plo (the monkey) to cross gaps.

The question is, is using various prehistoric creatures to re-enact the film fun? And the answer? Sadly not. The trouble is, that while having a particular dinosaur that can swing its tail to kill baddies kind of makes sense, having three monkeys that can't climb up things, or swing on ropes, or even jump, is plainly nonsense. What kind of monkeys are these?

The other trouble is that it's so dull to look at Dinosaur, the film, is a luscious feast of computer-

animated succulence. But Dinosaur, the game, looks like something you could knock up on your Spectrum given half an hour and some graph paper.

And the other trouble is that the stuff you're doing simply isn't exciting enough to hold your interest. Fancy plodding around a desert avoiding indistinct



and dull baddies? Collecting flowers for bonus points? Hopping across a tiny gap using the one monkey that can jump? I ask you

FEATURES

BLACK & WHITE? ☒

SAVE GAME? ☒

LINK-UP? ☒

INFRARED? ☒

PRINTING? ☒

REMOVABLE PAK? ☒

TRANSFER PAK? ☒

Now that's entertainment. If you're a morose dino.

WHAT DINOSAUR?

"Boon-boon, akka-akka-lacka Boon! Open the door get on the floor, everybody walk the dinosaur..." No? Well, let's have a closer look at the merry band of prehistoric dinosaurs that are in your charge then.



You can switch between the three you control whenever you stand on a red fish (for some reason).



For heavy lifting and fighting you're best off using the dinosaur: Aladar. Leave real UGL



Ladders need climbing? Or ropes swing round? Then Suri's your man. Call Monkey. Whatever.



If something needs jumping over, however, only Plo will suffice. And Zini's good at nuzzing.

VERDICT

LOOK 'N' FEEL

Nice intro, but otherwise sadly shabby. It's no Jurassic classic.

GAMEPLAY

Disappointed and dull. All achievement - extinct! All fun - fossilised.

LIFESPAN

Seems big enough, but gets boring faster than you can say "Oo".

DIFFICULTY

Won't pose a challenge to most gamers. Trying to stay awake though...

RATING

55%



REVIEW

Reviewed by Rich



PRICE: £24.99

FROM: UBI SOFT

TEL: 0208 3449000

ON SALE: NOW

Taxi!



TIP

There are many techniques you can adopt to ensure your button tap is as fast as possible: put the Game Boy on a desk, use two fingers on the same hand, roll one thumb over both buttons or put an object like a rubber over the top and see-saw back and forwards. Find which works best for you, and stick to it.



Oh, just do it! The Game Boy's first formally Shot Put simulator. Now that's real progress for you.



You even have to press A and B to get off the little screen. Carl Lewis will wear out your thumbs quicker than, er, a super-quick track runner.



TWO FOR TEA

While Carl Lewis Athletics 2000 doesn't sport a two-player link-up mode, you can play a pal on the same Game Boy. Each player takes a button, giving rise to an orgy of clanny hands. Saves buying two carts, too.



"Well, Ally, it was neck and neck, but what happened next?"



"I reckon that John Perrot made a wheezyish that wasn't funny."

CARL LEWIS ATHLETICS 2000

Get your fingers on their marks. Your Game Boy's buttons won't know what's hit them.

The year might be 2000, but ever since the dawn of time, athletics and videogames have gone hand-in-hand like two young lovers. Of course, there's only ever been one way to distil the stamina, strength and

agility of an Olympic athlete onto the small screen. Carl Lewis might train 19 hours a day and eat four roast chickens for breakfast – but that's nothing compared to the practice you're going to have to put in to hammer the A and B buttons on your Game Boy fast enough to win on this cart.

In Carl Lewis the 100, 200, 400 and 1500 metres are straight button bashers – and fantastic in two-player mode, where each athlete can take a button each.

The pain may be localised entirely in your fingers, but by the end of the 1500 metres, you'll be as tired as Carl himself at the end of the

Olympics.

Hurdles require extra use of the Up button, and the 4 x 100 metre relay, some well-timed button pressing. The long and high jumps and the pole vault all require similar skill, while the clucking-pigeon-like objects as far as you can events (namely discus, shot put, hammer and javelin) require a mixture of frantic bashing followed by some angle setting.

Suffice to say that each event plays significantly differently from each other, and with Carl Lewis's in-game character looking as colourful as Ronald McDonald, it's a real joy to watch.

For athletic fun, you really can't go wrong. Carl Lewis, we salute you.

THE EVENTS

Carl Lewis 2000 boasts 16 different events – not bad considering that it comes on a cart the size of a tea bag, and all that a tea bag can do is make tea. Here's a brief resume.



100/200/400/1500 Metres: Bash the buttons as fast as you can while you win, or your brief drops off.



Shot Put/Discus/Javelin/Hammer: Bash the buttons then press Up.



The Long Jump: Get a fast run up then press Up on the board to set the height for your jump.



Relay: Run as fast as possible with A and B, then press the button with Up.



Hurdles: If you've got any fingers left, tap them as fast as possible to whizz down the course!



High Jump/Pole Vault: Run up, then press Up to flip over the bar.

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- IMPAIRED? ☒
- PRINTER? ☒
- RUMBLE PACK? ☒
- TRANSFER PACK? ☒

VERDICT

LOOK 'N' FEEL
Fantasticly colourful, like a miniature version of the Olympic games.

CANEPLAY
There's more to it than it might appear, every event is different.

LIFESPAN
Beating your own records and challenging a friend, the fun will go on and on.

DIFFICULTY
Sticky at first, but the better you get, the more fun it becomes.

RATING

82%

REVIEW

Reviewed by Scott



PRICE: £24.99

FROM: TAKE 2

TEL: 07753 863655

ON SALE: NOW



The gaming industry's equivalent of go faster stripes - a licensed game. Play it's no motors there.

TIP

Make

sure you take advantage of the 'Practice mode'. Unusually, for a sim, the cars do not appear to take any damage when you crash them - so there's nothing to stop you from keeping your foot hard down. This way you'll quickly find out which corners you need to brake for (not many of them!).



As it is the included the champagne. Murray's reports of racing would be as - this is the usual pit practice and pretty thing though.



TIM NICE BUT SIM

Formula One 2000 has got all the trappings of a serious racing game. These include pit screens, the option to race for 50 laps and a potted history of the sport. There's no Murray Walker though. "With half the race gone there is still half the race to go..." Indeed.



Just Michael Schumacher is officially the greatest man no-one's heard of.



Did you know that in 1950 the championship... oh, you did.



The range of weather options ranges from sunny to, uh, wet.

FORMULA ONE 2000



The most technologically advanced 'sport' ever comes to your 8-bit Game Boy, will it be Top Gear or stuck in reverse?

Honestly, it's an official Formula One licensed product... and it's on the Game Boy! Yes, bless everyone at Take

2, they've decided to cram all the courses, conflicts and controversy of your regular F1 season and stick it on a cart smaller than your average brake pad. But will racing without huge

egos, tobacco sponsorship or Murray Walker be worth crowing about... or will it be the pits?

Well, my first impression was that Formula One 2000 is some laps away from taking the chequered flag. Badly drawn graphics, a dated 'steer-the-track-not-the-car' method of control and gameplay that unsatisfyingly mixes bog-standard arcade action with down pseudo-sim management, is no way to begin any relationship. Add to this an abundance of silly flaws that I lost patience with about a decade ago and you've got severe mechanical problems. For instance, this is one of those racing games where it takes about five laps to overtake someone in front of you,

but where if you make the tiniest mistake, a stream of cars go whizzing past you just brilliant.

However, while Formula One 2000 is not on pole, it is far from being Formula Three. And despite its flaws the game remains surprisingly addictive. There are absolutely oodles of options to play about with and F1's difficulty levels are customizable to an impressive degree. It's not perfect, but all you (Game) boy racers out there will find room for it. For everyone else, though, it's good but not quite a winner - the David Coulthard rather than the Mika Hakkinen of race-'em-ups.

GARAGE ANTHEMS

Be honest, you've been waiting all your life for a Game Boy title that gives you the chance to be a grease monkey (what do you mean, no?). Go on! Get under that bonnet and spread your wings, tamper with the gears and fiddle with your engine. Bananas!



When your car is struggling for performance head to the pits.



Changing the skill level to novice might help a bit...



You can also mess about in various attractive (but not useful) menus.



And yes, you can in fact improve your car considerably. At last!

Despite the unfortunate state of play, this is, in fact, a jigger.



FEATURES

- BLACK & WHITE! ☒
- SAVE GAME! ☒
- LINK-UP? ☒
- INFRARED? ☒
- PRINTED? ☒
- ROMABLE PAIR? ☒
- TRANSFER PAIR? ☒

VERDICT

LOOK 'N' FEEL
Certainly not the best serving of racing action we've ever seen...

CAMEL
Friendly but frustrating. It's definitely worth fiddling about with.

LIFESPAN
Laps many of its competitors. You'll get hours of play out of this.

DIFFICULTY
The game's much easier than the sport. You can win with a Minardi!

RATING **76%**



REVIEW

Reviewed by Jez



PRICE: £24.99

FROM: GIN SOFT

TEL: 0208 9449000

ON SALE: NOW

A pint of milk and sliced white loaf, please.

Something suspicious is afoot in the UK's pop charts, but what? Batman has no choice but to look into it...



The trouble with doors is you don't know what's on the other side. Unless you open them.



Oh my God - it's a mutated mutant. Like a bit out of hell, it's gone...

BATMAN OF THE FUTURE: RETURN OF THE JOKER

Prepare to go batty as the Dark Knight hits everyone's favourite handheld gaming machine where it hurts...



Hooray! Batman returns on the Game Boy! Except it's not quite the Batman you'll remember from the films and the comics. No, if you've been watching Saturday morning telly for any length of time you'll know exactly

which Batman this is - the Batman of the Future. Bruce Wayne is an old, retired man - too old to be Batman any more - and a young teenager named Terry McGinnis has taken up the mantle of the caped avenger. With a little help from a hi-tech costume, this new Batman comes up against a

whole new slew of new and deadly enemies...

It's a great cartoon, and a feature-length film - called *Return of the Joker* - is currently in production. And it's this cartoon movie that this game is based on. Following the plot of the film, you must beat your way through legions of enemies and finally face down the resurrected pasty-faced psychopath himself.

So what's it like? Well... It's not a shambles, certainly, but this side-scrolling action game is plainly not as exciting as the cartoon it's based on. The problem is that much of the game is simply a case of running along and bashing up plenty of the Joker's goons, and as such, there's not much

variety to be had. Sure there's some nice touches, but this is in the main a fairly ordinary (if eminently playable) title game. Albeit one that just happens to star the all-new Dark Knight. Not bad, but not great, either.

FEATURES

- BLACK & WHITE? ☒
- SAVE GAME? ☒
- LINK-UP? ☒
- INFRARED? ☒
- PRINTER? ☒
- HUMBLE PAK? ☒
- TRANSFER PAK? ☒

TIP

Be sure to kill every bad guy you come across in a certain area as, unfortunately, you won't be able to move to the next 'screen' until you have. It's best to wait at the edge of the screen for your foes to appear, and then you can wallop the swines before they get a chance to attack you. They may be the bad guys but you get to be sneaky.



Batman of the Future looks like a very 'dark' theme - how can you tell? Well, the programmers have used a palette of mainly dark blue and black. How profound.

UTILITY BELT BONUS!

Unfortunately, unlike the drastically camp *Batman* film from the '60s, which featured such delights as 'Shock-resistant katepey', you won't find an item for every occasion in *Batman of the Future* (or *Batman Beyond*, as it's known in the US - a much better name, we think). However, you will find plenty of entertaining equipment with which to help in the dispatching of bad guys. All of which add some much needed variety.



You'll need more than the simple punch attack you start with to battle through *Batman*...



The first weapon you'll come across in *Batman of the Future* is the *Mun Chinku*.



Batman of the Future also gives you the ability to make use of the ever popular *Lifespan* option.



And here's where you'll keep track of all the goodies (and weapons of mass destruction) you find.

VERDICT

LOOK 'N' FEEL

Neatly animated little sprites and suitably moody colours.

CAMELFLY

Plenty of action, but it does get pretty sane after a while.

LIFESPAN

Four different 'worlds' make for a suitably difficult challenge.

EFFICIENCY

It's not so much tough as simply a bit repetitive... Yawn!

RATING

76%

PLANET
**GAME
BOY**



Lemmings

One of the most original games the GBC has ever seen... and it's about sheep-like creatures! Go figure.

Pokémon



X-men

You've seen the film,
bought the game,
worn the T-shirt...
Now stick it on your
bedroom wall.
X-cellent!





PLANET
GAME





RUGRATS

"Did you spill my pint? Of Rikena." Angelica's certainly no angel, are you brave enough to take her on?

NICKELODEON





Planet
Game3



planet
**GAME
BOY**





POKÉMON

No sneaking out at the back! Pokémon ARE the class of 2000, everyone else on the Game Boy really must try harder!

Make your own

GAME BOY ADVANCE



Cut these out... and stick 'em in your Game Boy Advance!

We've had a team of ex-Blue Peter presenters locked in a room for three weeks (fed only on **Snack Stops!**) working on a state-of-the-art Game Boy Advance development kit. Master craftsmen Goldie the labrador and George the tortoise have lovingly engineered this wondrous creation from the finest, erm, paper.



Instructions

YOU WILL NEED:

You will need: a pair of scissors and craft knife (please get a parent or guardian to help with this, young 'uns) some stiff cardboard, glue, sticky tape and patience!

STEP 1:

Cut around the dotted lines so that you get one big piece with a front and a back.

STEP 2:

Glue the whole thing to some stiff cardboard.

STEP 3:

Make a cup of tea while the glue dries and then start cutting out the 'game 'window'.

STEP 4:

After the glue has dried, use a craft knife to cut out the 'window'.

Fold along this line

STEP 5:

Cut out your choice of game screen and sticky tape it to the back of the 'window', ensuring that you can see the pretty picture from the other side.

STEP 6:

Fold the Advance along the middle and glue the two halves together.

Congratulations! You are now the proud owner of a Game Boy Advance! Yes, it's cardboard but at least it doesn't need any batteries!

Fold along this line



Wow! This is really good. (Honestly!)



Advance to get GBA is 'only' nine months away from hitting UK shops. Hurry up, Nintendo!



by Rick Houlton

The Game Boy grows up, gets spots, starts courting & leaves home.

BIG BROTHER

Before we begin to look at the hottest piece of portable kit this side of the Sahara, it'll help if you take a few minutes to build your own Game Boy Advance (using our fantastic

construction kit on the opposite page). First, shear. Yes, we know it's card board but bear with us, just pretend it's Blue Peter. Hold it in both hands and get a feel for it. Small, eh?

Don't let them take you alive!

Now pick up your old Game Boy. Yes, the one covered in sweaty marks and Pokemon stickers. Now imagine the Advance weighing the same, even with two batteries inside. Cool! Pretend to flick on the power switch and visualise that familiar Nintendo logo popping up, but followed by

seven colourful letters swirling into the screen to form the words Game Boy Advance. Wow!

Congratulations! You've just experienced the first few seconds of Game Boy Advance. And that's without playing any games!

But you're probably thinking "What's wrong with my old Game Boy?" Well, for starters, even if you've got a Game Boy Color, the technology inside is nearly 12 years old.

LOOKS LOVELY

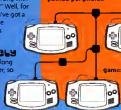
The original's been long overdue a makeover, so Nintendo have been beavering away to make everything bigger,

FOUR-PLAYER FUN

When Advance hits the shops, there'll be a new link cable available that allows two, three or even four people to play together.

One unit acts as the 'master' and the others are 'slaves' (hmm, very kinky) which plug into the box in the middle of the cable. Mario Kart Advance looks set to be the first game to use this potentially fun-packed peripheral.

And because GBA uses the same sized expansion slot as the old Game Boy, you can still use your original link cable when playing older games like Pokemon. They've thought of everything, haven't they? (Except a tea and toast maker - Ed.)



GAME BOY CUBED

Game Boy Advance isn't the only new addition to the Nintendo family. The handheld will have a very close relationship with its new cousin, the Gamecube. Nintendo's next-generation console boasts the ability to link with the Advance via a cable into the joy pad port. Players can then use the Game Boy as a controller - using the screen to view secret data like ammo or weapon details. How cool is that?

In the same way *Perfect Dark* had cheats downloadable from Game Boy to N64, we can expect lots of even groovier Game Boy Advance/Gamecube interaction. And without all that messing about with a Transfer Pak. The possibilities are endless!



better and faster. The Game Boy Advance is like a mouse with the strength of an elephant. It's 32-bit. That's the same as a PlayStation, twice as much as a SNES and four times as powerful as the original Game Boy.

TECH SPECS

That power means it can play some mean games without breaking into a sweat, while still running off two AA batteries for a good 20 hours. Its graphics are somewhere between the SNES and N64, which means a choice of

more than 65,000 colours, some pseudo-3D effects, sprite scaling and lots more amazing-looking technical guff. Sound-wise, comparing the original Game Boy with an

Advance is like pitting Britney Spears against Bach. The old beeps and

buzzes have been replaced with multiple channels of super PCM stereo.

And short-sighted gamers will be pleased to know that the new wider screen is twice as large as the old Game Boy's and is easier to see.

There's no backlight (to save on battery power) but it has a highly reflective and deeply snazzy LCD display.

Control freaks will have already noticed the new shoulder buttons on the

Advance's top corners, which will allow for some deeper game experiences.

But all this wonderful technology would be useless without any decent games (look what happened to the Neo Geo Pocket) and there's already loads on the horizon to tempt the taste buds.

And don't worry about your old Game Boy software



Nintendo know something about making an event. Just check this out. For all the nearly empty rows of *Koovani* All Star Racing on the GBA.

...there were only four copies of *Mario Kart Advance* to share between thousands upon thousands of videogame top-bods.



gathering dust. GBA will play them all. Unfortunately, it won't boost the graphics of that 10-year-old copy of *Mario Land* but at least you won't have to throw anything away. Topsi!

JULY DAYS

The potential for the Advance is amazing. Imagine a Pokémon battle with four players linked together,

complex real time strategy sims, realistic driving games and detailed beat 'em ups - all while waiting for the train. Nintendo tell us that Game Boy Advance will launch in Japan on March 23, 2003, followed by the US and Europe in July that year.

Its Japanese price converts to about \$90, which probably means it'll be 90 quid when it hits here. Pahi!

PIG PROTECTOR



EXTERNAL CONNECTOR (OPTION)

This is where everything from the link cable to the removed digital camera will plug in. It'll be a busy little slot!

GAMEBOY SLOT (OPTION)

The cartridge slot - there's no gap in the back to help pull out the cart though. How do you get the games out, we wonder?

SCREEN

The wider, bigger screen is a blessing to all those gamers who go through a whole packet of paracetamol while playing. Toots!

L AND R BUTTONS

The Advance is now just like a joystick with a screen thanks to the addition of these extra shoulder controls.

A AND B BUTTONS

Nintendo invented them and they're going to stick with them. All very squishy, really.

SPEAKER

Thanks to its new sound chip, you won't be embarrassed to let Game Boy Advance's music blare out on the bus.

VOLUME CONTROL (OPTION)

Twiddle this when the old lady sitting next to you starts to complain about the noise.

HEADPHONE SOCKET (OPTION)

The old bird's still screaming? In private, of course! But why didn't they put this in the middle? Everything must be perfect! We could order in this world!

IT'S CART SIMPSON

Like a real Game Boy Advance cartridge is still the same petite size as the old Game Boy Color's



cards, it is completely different inside. You see the Advance cart packs a powerful maximum memory capability of 256 Mbits. Less technically - it's blinkin' massive! Be still my beast!



FUNCTIONAL PAD

As the saying goes: if it ain't broke, don't fix it.

START AND SELECT BUTTONS

Two other old Nintendo favourites that will always be with us. Bless.

ON/OFF SWITCH (OPTION)

What would the Game Boy be without one? An expensive paperweight, that's what.

THE FAB FOUR

We've had our sights off over the titles at the 'Advanced' stage of development, including some game about a middle-aged plumber...

MARIO KART

Whether you're a fan of the SNES original or the N64 sequel, everyone loves Mario Kart. Particularly its

multiplayer mode.

Nintendo chose an amazing-looking early version of Mario Kart Advance (working title) to show off the new machine's power. And it stole the show. The four GBAs were linked together for some smart simultaneous racing action and the result was superb, considering it's only 30% complete.

The graphics were miles better than the SNES version - especially the power-ups which no longer look like flat squares but spinning 3D cubes lifted straight from the N64 game. Mario, Luigi, Bowser and chums are all in there too, rendered impressively large on the small screen. Expect MKA to form part of Game Boy Advance's launch line-up next year. We're drooling already!

KONAMI ALL STAR RACING

Mario Kart isn't even out yet, and already we've got a barefaced clone in the works. But to be fair, Konami All Star Racing (at 60% complete) looks even better than Nintendo's much-hyped racer.

Gameplay-wise, it's basically Mario Kart with Konami characters. But the graphics were great: with water reflections, hundreds of colours and superb lighting. There was also some very funky music and even super-clear sampled speech (even if it was in Japanese). Definitely one to watch out for.

PINOBBE - QUEST OF THE HEART

Platformers have become the boring bread and butter of the old Game Boy but this effort from Hudson Soft looks set to breathe some much needed new life into the stale style. Pinobee himself is a jet-powered robot insect (the name comes from Pinocchio) who can run, jump, fly and hover.

It's all in 2D, but uses rendered 3D graphics as sprites, like Donkey Kong Country on the SNES. The lush visuals are easily comparable to sideways scrollers on the PlayStation, for instance, and there's even a plot of full-motion video. Our hopes are high!

KURU KURU KURUBIN

Now this is a weird one. It's like one of those tricky fairground games where you have to pass a metal hoop through a bent piece of wire without touching the sides.

In Kuru Kuru Kururin (which loosely translates as Round and Round) you must manoeuvre a slowly spinning stick through a rotating maze. Smack the sides too many times and the stick will crack and explode.

It doesn't push the Advance's hardware but we know it's going to be as addictive as hell in that 'just one more go' kind of way. And at least it's an original idea.

The regular controls are all pleasingly plastic - not rubbery rubber - and the shoulder buttons are surprisingly light and springy.

It's a very solidly put-together machine, particularly with the metallic feeling

You have to hand it to Nintendo, really!



Twice is just one of the stars that's getting ready to step out on its computer hand-held stage that is the Game Boy Advance.

So you'll better cut down on Pokemon cards and start saving your pennies now, just leave enough change to buy Planet Game Boy though, as we'll be following the Advance so closely it's gonna have to take out a restraining order to stop us...

UP CLOSE & PERSONAL

Every man and his dog had their own idea how the Advance would look. The final design - unveiled at Nintendo's SpaceWorld show in Japan at the end of August - is certainly a very little number. And when Advance arrived in Britain - for three days at the ECTS games show in London - we not only got to lay our eyes on it, but we played it as well!

The first thing you notice when you hold the Advance is how light it is. We were amazed to discover that all the units on display had batteries in, and they were still as light as a feather (well, a 340-gram feather).

Something through the Game Boy later usually came up with a pearl.

At ECTS this year games journals of every nationality took their hands firmly in the Big Boy's belt.



Welcome to

PROF OAK'S

Question Time!

"Greetings, my young students! I've been working flat out to help those of you stuck in a rut. In fact, I've been playing so much that I ran out of batteries and had to wire Pikachu to my Game Boy. The little fellow's recharging his solar cells in the sun now, bless him. But really, for Pikachu's sake, no more Zelda queries!"

METAL GEAR MAYDAY

? "I need assistance with Metal Gear Solid! On the fifth level, Snake has to rescue some guy named James Marks. It says that you have to blow up the east wall to his cell, but none of the explosives seem to work! Please could you tell me how to free him?"

Matt, Peterborough

Just a second, Matt. Let me tune my Tip-a-ton machine and I'll be with you. [Sounds of Tip-a-ton being ticked.] Ooo, my foot! Right, let's try again. The answer is... **TWOIN!** Hold on, I'll ask ZeeDoo... After first speaking to James, head back to the main corridor. Go right, through the door, to find some C4. Now return to the maze. Use the conveyor belt with a blue box on it and, after the next machine, change to a red box. This will take you down a level. Now use the C4 against the left wall and BOOM he's free! Cheers dude!"



BOTTLE GROTTO BLUES

? "I'm stuck on The Legend of Zelda. Link's Awakening in the second

dungeon (Bottle Grotto) because I can't seem to find the Nightmare Key. I am in a room where there is supposed to be a treasure chest but I can't see one. Do I have to kill anything, move blocks or pick up pots? There is also a stone tablet that says 'First defeat the imprisoned Poik voice, last Stallor. What does it mean?'
Jethro German, Berkshire

"Don't panic Jethro. [Is that your real name?]. You're not the only one stuck on this puzzle. Using my crystal ball

(turn to guide in Planet Game Boy issue one) I can see you must go to the room where there's an imprisoned bunny rabbit



thing, push a block to free it, then kill it with a pot. Then kill the last, followed by the other creature (Stallor). The Key will now appear. Next!"



TRADE SECRETS

? "I recently traded Rugrats the Movie for Spy Vs Spy and have been having difficulty beating the computer. It won't even let me have you got any legs or chests (preferably chests)? It's driving me mad. Please help!"
Sam Leigh, Stoke



POKÉMON CORNER

"POKÉMON. NOW THAT'S A MITHUB. TO MINGE A POW. THIS WAS GAME YOU PLAY WITH STICKS TINGE TO? NOT HOLD ON, I'LL REMEMBER IN A MITHUB. AN YES, THIS COME BACK TO ME NOW! I ENTIN..."

? "Can you catch a Mew, a Crystal Onix, a Togepi and a Pukabue on the Game Boy? Can you get all of these without using a cheat cartridge? If you can, where and how?"
Luka Buchan, Great Yarmouth

A "Somebody's been telling you porky pies, haven't they? You cannot catch Mew in Pokémon Red, Blue or Yellow. Anywhere. You could only get him from those nice Nintendo people. As for Crystal Onix, it doesn't exist. And Togepi and Pukabue (his real name)

Mart) are only in Gold and Silver. Sorted!"



? "Help, I'm stuck! I'm outside Sabrina's Gym and I can't get in. There's a person from Team Rocket blocking the way. I just don't know how to get in. And it's really bugging me now!"
Danielle Pontie, Bristol

A "Sryther, get off the sofa! Look what you've done to my cushions. Ah yes, this is an easy one. To get into Sabrina's Gym, you must complete the Silph Co level, based in the big building in Saffron City. Sryther, not on the rug!"

? "I'm stuck on Pokémon Yellow. I can only get through three of the Elite Four. Help!"
Grant H



FANTASY FAILURE

? "I am stuck on *Final Fantasy Legend II* and I am hoping you could help me out. I cannot seem to defeat Apollo (who I think is the final boss). His attacks kill me instantly. Do you have any tips or strategies which will help me beat him?"

Steve Smith, Baskdon

"Squirle - Water Gun, quick! (Hissing sounds follow). My beautiful Tip-o-Tron! I spent minutes building it! Oh well. Steve, ensure that each character has a Heal Staff. For the first rounds Apollo uses the Aegis Magi to defend himself, so use weapons like Xcalib, Gungie Spear and Psi Pistol. Once Apollo transforms, he will attack with the Magma Magi and Fire Spell. When beaten Apollo means up to use your Heal Staff beforehand."



WE'RE IN-GENIE-US

? "I am stuck on *Zelda Link's Awakening*. The bell I am stuck on is Level 2. I don't know how to defeat the genie in the bottle. I've dropped 30 bombs at it but still it doesn't die. Please tell me how to defeat this enemy!"

Reena Buchaya, Croydon



"Tsk, tsk. If you're stuck this early on, it doesn't bode well for the rest of the game. Ah, young people today! Back in my youth we didn't have all this technology nonsense. It was all fields and trees..."

Anyway, where was I? Ah yes, *Zelda*. To defeat Christina Aguilera (the genie in the bottle!) you'll need to equip the Power Bracelet. When he pops back into his bottle, pick him up and throw him at the wall. Repeat this three times until he gets mad and flies around the room. Use the Rock's Feather to jump over his fireballs and slash him with the sword until he's a goner. That'll keep you going!"



MARTIAN MADNESS

? "I'm really stuck on *Martian Alert*. I'm trying to get the crystal for Witch Hazel but I can't. Can you help?"

William Hardie, Newcastle



"Of course I can help, William. With my trusty - or should that be rusty - Tip-o-Tron, I can answer any question! Usually, let me input your details (fingers crossed). Ah..."

go to Lake 5 and dive. Plant some dynamite on the boulder at the bottom and then swim through the hole. Go right and eventually you will come out on the other side of the wall in Rabbit Hole 6. Make your way to Rabbit Hole 10 and collect the crystal. You should now have all the items Witch Hazel wanted, so return to her house. Hey, the Tip-o-Tron worked! Wait, what's that burning smell?"

Stuck on your favourite game?

Let me, Prof Oak of Pallet Town, solve your problems!

WRITE TO:
Prof Oak's
Question Time
Planet Game Boy,
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW

A "Now come on Scythe, it won't hurt."

Madcap, you grab his legs and Minniep grab his arms. Now den struggle. We'll just snip a couple of inches off those darts. I'm having a new sofa delivered on Wednesday and I don't want it ruined. That's better. So you want help with beating Lance, do you, Guni? Naturally, he's the toughest of the Elite Four, and



relies on dragon power. He has a level 58 Gyarados, two level 56 Dragonairs, a level 60 Aeroflutyl and a level 62 Dragonite. Ice Pokemon are your best bet to beat him."

? "I can't seem to get to grips with *Seafoam Islands*. I just can't get from one cave to the other. If you could help me I would be very grateful."

Ben DeBany, Prestbury



A "Ben, you need to get the two big boulders from the entrance level all the way down to level three. Just push them with Strength-equipped Pokemon so they will block the fast-flowing water, allowing you to cross to the next cave. Simple pimple!"

PROF OAK'S FINEST TIP OF THE MONTH

BUYING BARGAIN PRICE POTIONS

When you reach Celadon City, go to the top (sixth) floor of the Poké Mart and buy lemonade from one of the machines. It replenishes 80 HP, and it only costs 250 - a lot less than a Hyper Potion.



"I love it when a plan comes together..."

Prof Oak's TIPS LAB

I've been busy concocting some of the tastiest tips around. Let's eat! (Urgh! - Ed.)

X-MEN MUTANT

Wouldn't it be cool to have super powers? Mine would be the ability to fire porridge from my fingers. Great fun for all at breakfast time!



BUGS BUNNY CRAZY CASTLE 3

The postie delivered a sack-full of letters from you lot asking for help with Bugs' third platform romp. So here's a selection of codes.



LEVEL CODES

Level	...	Password
04		50K447
05		XCB44R
06		CT884R
07		CS9957
08		TXR24H
09		15B849
10		LC88GW
11		5T8V4R

12	OL8BAH
14	819H47
15	45B207
16	GL8V07
17	QL8V0W
18	75B14W
19	H89V4K
20	3C884K
21	M088B8
22	288952
23	948952
24	H8824V
25	788952
26	W88956
27	J88V4K
28	928249
60	60XVPL or 97XVPL
	FINAL 6J8VPL

Eat me now!



METAL GEAR SOLID



This is one of my favourites. It reminds me of the time I was in the Pokémon Army, stationed off Chinrabar Island, and sneaked into a nest full of Beedrills. Want to see the scars?

STAGE SELECT

Complete the game on the easy level to unlock a new mode, allowing you to play through any stage in the game with new objectives.



UNLOCK SOUND MODE

Complete all VR missions in both practice and live attack mode to access a sound test and listen to all the game's tunes!



Campbell:
Snake,
we have new
intelligence.



TUROK 3

Caught between Turok and a hard place? You'll input these codes on the password screen to make it easier then won't you?

CHEAT CODES

Action	...	Password
Unlimited Ammo		ZGLCPH2
Unlimited Lives		FJWDOCK
Skip Level		XCB5D'S



RUGRATS THE MOVIE



Don't get nappy rash from the carpet crawlers. Cream made from the finest ingredients. (In

LEVEL SELECT

On Level 2, when you go to the third fireplace, skip all of the balloons and go to the front of the fireplace. Enter this code: Up, Up, Down, Down, B, Right, Left to activate a level skip.



ACADEMY



UNLOCK X-BOX

PHOENIX
At the title screen press
Down, Right, Down,
Up, Left, Right, B, A
APOCALYPSE
At the title screen
press Right, Left, Up,
Down, Left, Up, B, A.



Just apply this special
other words, cheat.)

Level		Password
2		TORRY BK
3		RODOLPH
4		BIGBY JAG
5		RUBENVT
6		WAGELJOY
7		BUSBYNDA
8		JJ794603



DRIVER

Remember,
my young
disciples, cars can
be dangerous weapons in the wrong
hands. Especially when driven by people
who wear flat caps.

LEVEL CODES

The game uses a symbol system for its
codes. We've simplified it like this:

Face:	FA	Blue Lights:	BL
Conc:	CN	Stop Lights:	SL
Badge:	BG	Red Lights:	RL
Time:	TR	Keys:	KY

Mission Password

2: Hide The Evidence	TR BG CN RL
3: Boat Chase	SL KY KY RL
4: Ram Raid Race	CN CN CN BG
5: Superfly Drive	KY RL RL SL
6: Bait For A Trap	KY BG TR BL
7: Take Out Di Angelo	BG CN BG RL



LOS ANGELES

Mission Password

1: Steal A Cop Car	RL BG KY TR
2: Get Lucky To The Doc's	CN RL RL BG
3: Beverly Hills Getaway	BG BG SL CN

NEW YORK

Mission Password

1: Grand Central Station	BL KY KY KY
2: Trash Granger's Wheels	SL TR RL BG
3: Stop Granger's Gang	KY BG BG CN
4: Chase One of Granger's Boys	RL BL RL BL
5: Cross Town Record	TR KY CN SL

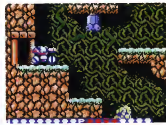


BLASTER MASTER: ENEMY BELOW

Be a faster blaster at *Blaster Master* with these tasty-as-pasta, erm,
level codes. I'm a poet and I didn't realise it. No, that's not right.

LEVEL CODES

Level		Password
1:		E63D30F
2:		E63D30G
3:		ETC3D3H
4:		ET3D30K
5:		F63D30R
6:		F63D30R
7:		F7C3D3U
8:		F7C3D3K



RETRO CORNER

Cheats that stand up to
the test of time...

TURRICAN

Apparently this was a classic conversion
from the Amiga days. I don't know about
you but it sounds like a type of cat food.
Yum! Anyway, for invincibility press A, B, B,
A, B, A, A, B, A, A, B, A, A at the title screen. For
a level select, hold Select and press Start at the
title screen. To skip
levels, activate
invincibility and begin a
game. Press Start to
pause, then press Select
to go to the next level.



TENNIS

One of the first ever
Game Boy games is
still a goodie. Here's
an easy peasy way to
win, but a bit
brutal on the
bonnet! When serving, toss the ball up
and immediately walk under it so that
it lands on your head. If done correctly,
the next screen will show that you've
just scored. Do this four times and
you've won the set!



ACTION REPLAY CODES

POKEMON RED/BLUE ONLY

Get New 011586C7

POKEMON YELLOW

Surfing Pikachu
(without using Pokémon
Stadium and Transfer Pak)
012972D1 01254041

SUPER MARIO BROS DX

(Turn the codes on and
then off in the level
only if the game will
crash.)
Have 99 Lives 01437FC1
Have 99 Coins 016372E1

STAR WARS EPISODE 1 RACER

Infinite POW 016444C2
Always first place 0109A3C2

CROC

Infinite lives 0103AEC0
Have 99 Crystals 01F9A2C0
Have all four Gobbers
0104AFC0

TOMB RAIDER

Infinite Health 01F1F9C1
Have YellowRed/Blue
Handia 01F1F9C1
Have Red and Blue
Diamond 0163B5C1
Have Gold Bars 0163B5C1
Have Ice 0163B5C1
Have Snake Eyes
Nightmare Stone, and Orb
01F1F9C1
Have Staff Segments
0163B5C1 01F1F9C1

ANY OF YOUR OWN

Want looking for the best
Action Replay cheats and
codes, in send yours in
today. They don't have to be
just health and ammo cheats
the more original they are
the better!

SEND CODES TO:
Action Replay Codes,
Planet Game Boy,
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW
OR EMAIL:
planetgameboy@
futurenet.co.uk



SUSSED!

PRICE: £24.99
FROM: NINTENDO
OUT: NOW

LEARN-UP! NO
CONTROLS
COLOR ONLY



by Steve Edwards

WARIO LAND 3

If life trapped inside a magical Music Box is getting you down, cast a glance over our complete solution...

USING TWO GUIDES

Our maps show the entire game in its finished state. Everything is open - every wall bashed out and secret tunnel revealed. We tell you what to do at the tricky bits, but make sure you read the important general information here first!

We'll show you what treasures you need to open in every level.



Where you'll find those off-beat solves kept out of sight...



We'll illustrate you'll need to win at Wario Land 3.



How to avoid or use the enemies...



And generally how to become a Wario wonder! Don't think we

Help me Planet Game Boy you're my only hope!

TREASURE KEY

The number, contents and effect of each treasure chest appears in bold.

Some treasures need to be added to others to work. It will say here if they do.



This treasure that the treasure chest or efforts will be taken here.

COMBINE AFFECTS

ENEMIES

Wario's foes are often as much a help as a hindrance...

Apple Green: Transforms Wario into Fat Wario. Change to kill.

Barr: Pick up and throw at walls and adversaries. Can be caught, with skill.

Bee: Turn Wario to Vampire Wario to vampire Wario on contact. Must be killed, so dodge him.

Beehive: Get in the way of walls and vines. Can be killed so avoid them!

Big Frog: Killed by an axe, releases an Hot Wario. Drops if you smash floor.

Big Green: If killed, Wario gets trapped, giving a limited time to jump on them.

Birdie: Attacks when Wario gets close. Can be used as platforms. Drop Smash to kill.

Bird: Fire projectiles and knock Wario off balance. Drop Smash to finish the birds!

Bird: Locks Wario into spinning. Drop Smash then to use as platforms.

Bubble: Turn Wario to Bubble Wario on contact. Must be getting past currents.

Big Foot: Jump on top of him to turn Wario Electric. Rush floor to live in platforms.

Dragonfly: Turns Wario into Wario. Must be killed to turn Wario to Fat Wario.

Flame: Built in power-up sets Wario alight, turning him into Hot Wario.

Flaming Lamp: Drops sparks that blind in Wario's direction. Can't be killed.

Flying Fish: Drop out of Wario's key points and send Wario into uncontrollable roll.

Ghost: Jumps on Wario, blacks screen out. Drop Smash or change to shake off.

Hammer Bat: Launches Wario into Hammer, changing him into Boomer Wario.

Ice: Slows Wario to a halt. Must be killed to turn Wario to Fat Wario.

Like: Like: Deadly. Can't be killed. Turns Wario into Fat Wario.

Mad Scientist: Drops bombs, but turns Wario into Invisible Wario.

Mole: Cuts Wario's path. Blocking route. Drop Smash to smash him down.

Moon: Turns out enemy bolts that transform Wario into Boomer Wario.

Phantom: Turns Wario into Phantom Wario, pulling Wario into contact with enemies.

Quack: Turns Wario into Quack Wario, turning Wario into Boomer Wario.

Quack: Turns Wario into Quack Wario, turning Wario into Boomer Wario.

Quack: Turns Wario into Quack Wario, turning Wario into Boomer Wario.

Quack: Turns Wario into Quack Wario, turning Wario into Boomer Wario.

Presman: Turns Wario into Presman Wario, turning Wario into Boomer Wario.

Pink: Turns Wario into Pink Wario, turning Wario into Boomer Wario.

Pink: Turns Wario into Pink Wario, turning Wario into Boomer Wario.

Pink: Turns Wario into Pink Wario, turning Wario into Boomer Wario.

Pink: Turns Wario into Pink Wario, turning Wario into Boomer Wario.

Pink: Turns Wario into Pink Wario, turning Wario into Boomer Wario.

Pink: Turns Wario into Pink Wario, turning Wario into Boomer Wario.

...THE COMPLETE GUIDE!



WARIO'S CONDITIONS

The key to success is making most of the various states Wario transforms into. They give him the ability to access new areas and items...

GOLF MINI-GAME

The only way to remove those annoying Mini-Game Clear blocks dotted throughout the levels is to visit the Golf Mini-Game room. Inside, Wario's challenge is to boot a Para-Goom into the hole within the allotted number of strokes. Cool.

GOLF TOURNAMENT

Once Wario has collected the seven crayons (the last seven treasures) you'll discover a Golf Tournament which features four courses (each with five holes). It'll cost you 50 coins to try a course, and the fourth course is inaccessible

until all 200 Musical Coins (there are eight on each level) have been collected.

TIME ATTACK

Should you manage to collect all 100 treasures, you'll uncover a Time Attack mode, where your task is to visit every level, grab the four keys, then dive into any exit door (you cannot save your progress during this mode). The game will record your best times for each level.

It'll be ages before you see all this.



Collect all 200 treasures and you are, indeed, perfect.



Headbutt Acts as a lift using Wario to high platforms. Five levels later, him Hat.

Headbutt Descends from ceiling at key points turning Wario to Snowman Wario.

Headbutt Turns along back and turns Wario into Electric Wario. Can't be killed.

Headbutt Charges Wario on light and attacks him with an ball spin.

Headbutt Trade Wario's own door. Absurd, so handy for smashing blocks.

Headbutt Out of Wario's Wario Wario off balance when in a hole in a form.

Headbutt Puts Wario and all other enemies in a state. Only seen once. Can't be killed.

Headbutt Pushes Wario into Flat Wario. Causes earthquakes when he lands.

Headbutt Juggles Wario spinning baseball that turns him to a Hat Wario.

Headbutt Turns Wario into a ball. Can't be killed.

Headbutt Unleashes a ball, but slight contact turns Wario into Electric Wario.

Headbutt Turns Wario into a ball. Can't be killed.

Headbutt Turns Wario into a ball. Can't be killed.

Headbutt Turns Wario into a ball. Can't be killed.

BEER WARIO
Hit in Octopus to be catapulted backwards as Beer Wario, only stopping when you hit a wall.

BOUNCE WARIO
As a huge bouncy spring Wario can reach high-up platforms. Hold 'X' for extra height.

BUBBLE WARIO
Trapped in a bubble, Wario can only move left or right. Handy for passing currents, though.

CRAZY WARIO
Wario can stagger, jump, and bash foes but your best bet is to find water to sober him up.

ELECTRIC WARIO
Once electrified, Wario can do little but tumble backwards into the nearest wall.

FAT WARIO
Moving slower and jumping lower, Wario can bash through doughnut blocks in this state.

FLAT WARIO
In the pancake-esque state, Wario can fit through gaps and float gracefully through the air.

FROZEN WARIO
Sends Wario sliding helplessly backwards. Useful for getting past frogs and spikes.

HOT WARIO
Wario can jump as he runs, but flames. When stopped, he can burn enemies and fire blocks.

INVISIBLE WARIO
Wario can slip through Seeing Eye Gates. Pass through a pipe to become visible again.

PUFFY WARIO
Full of air, Wario floats upwards until he hits something solid. Great for reaching high places.

SKYDIVING WARIO
Slips into an air current and up Wario goes. He can be stored left or right while ascending.

SNOWMAN WARIO
Hit a stage as a snowman and Wario rolls through snowball blocks. Dark ones need a run up.

SPLIT WARIO
The beams fired by the Laser Bots aren't for show - get hit and he'll be split in two!

STRING WARIO
Wario rolls helplessly back and forth, bathing enemies and string blocks on the way.

VAMPIRE WARIO
Wario switches 'ween Vampires and Bat by pressing 'B'. In this state, jab 'X' to fly around.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

ZOMBIE WARIO
Wario's movements slow right down. Fall onto a thin platform and you'll drift right through.

POWER-UPS

Wario starts off with just the Smash ability to his name. Other moves are learned by collecting Power-ups, hidden in certain treasures...

Smash Wario can bash on enemies and crumbly blocks.

Headbutt Wario can smash blocks above and knock enemies over.

Super Drop Smashes fall big foes 'N' blocks, make quakes.

Super Throw Hurt midget enemies such as Hammer Bros.

Drop Smash Wario can bash enemies, blocks and moles below.

Thrown Pick up Pick up 'N' chud baddies. Hold 'B' or 'Up' for variation.

Super Jump Jump higher and bounce off the bad guys.

Super Swim Prof 'B' to fight through strong currents.

Swim Allows Wario to explore underwater areas and bash fish.

Super Smash Allows Wario to bash big enemies and solid blocks.

Super Swim Prof 'B' to fight through strong currents.

Super Swim Prof 'B' to fight through strong currents.

Notes: If you forget what abilities you have, or what they do, you can always get help by selecting 'Action Help' while the game is paused. Once you have new abilities, revisit levels to discover previously unreachable areas.



WARIO: OUT OF THE WOODS

TREASURE TARGET

- \$27 AXE**
Cuts down tree in North
AFFECTS: N2, N3
- \$21 JAR**
Creates a rain cloud in West
AFFECTS: W3, W4
- \$6 WEBBED FEET**
Super Swim Power-up
AFFECTS: N4, S4, W5
- \$5 YELLOW MUSIC BOX**
Press hidden figure in Temple
AFFECTS: ?1, ?2, ?3, ?4
Temple

- 1 Leap quickly across these small leaves - they act just like the red disappearing platforms.
- 2 These big leaves curve their way down from the trees before disappearing - move swiftly!
- 3 Allow the Sumo to flatten Wario before attempting to slip through this gap.
- 4 This door is opened when Wario collects the GREEN treasure from 63 (between "59").
- 5 Use the Bug Nest (lower it by stomping the floor) to reach the treestop platforms.
- 6 Use this ladder to the left and use him as a platform to reach the ledge above.
- 7 Roll down this slope to collect the coin on the far right.



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Sleeping enemies aside, there are no major differences apart from the Spider Fish, which makes it much harder to reach the Green Chest.



BOSS: THE GIANT SPIDER

- 1 When the Spider first appears, make your way over to the left.
- 2 Avoid his web attack. It will turn Wario into Spiny Wario, forcing you to evade your steps.
- 3 Allow the web to settle on the floor, then pick it up and lob it at the Spider.
- 4 He'll come crashing to floor level and spit out more webs - jump over these and Drop-smash his back.

- 5 He'll quickly ascend then drop out two more webs. Again, allow them to turn into balls, then lob one at him.
- 6 He'll drop down once more (keep moving to avoid him landing on Wario's head) so jump the web again and Drop-smash on his back.
- 7 Once again he'll leap back up, this time spewing out three webs. Grab one and hurl it.
- 8 Predictably, he smashes down to the floor - Drop-smash to get rid of him.
- 9 You'll now get access to the Blue Chest.





WALKING IN A WARIO WONDERLAND!

n2: PEACEFUL VILLAGE

TREASURE TARGET

\$31 BLUE STONE TABLET

Opens gates in the North

*22

W1

\$23 BLUE SPELL BOOK

Prevents sea in the East

*26

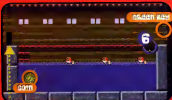
E2

\$87 CHALICE

\$77 DAYNIGHT TILE

Gives Wario the facility to toggle between day/night.

- 1 Use Fat Wario to bounce the Doughnutser to the topmost platform.
- 2 To get the Silver Key, bash the pink blocks with Fat Wario or use Zombies. Wario at night.
- 3 These doors only open at night, you can only come through them one way during the day.
- 4 Drop-smash the Goor a couple of times to move the Big Frog out of the way.
- 5 The Snake only appears when Wario grabs the \$32/68 treasure from E3 (treasure *42).
- 6 Drop-smash through the platform up the far right to reach the coin below.
- 7 Watch out for Sparks from these Wrecking Lumps, it's a long way to remove your steps.
- 8 Charge through these pipes to progress to the Blue Key - but be quick about it!



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Apart from the Zombies, the only difference is the double doors - you can enter and exit freely at night, but you can only come through during the day.





SUSSED!

GO UNDERGROUND, OVERGROUND

n3: THE VAST PLAIN

TREASURE TARGET



\$32 RED SKULL RING

Opens gates in the North

W1



\$99 BLUE CRAYON

Colours bushes on Game screen

W1



\$30 RED SKULL RING

Raises the Tower of Revival

W1



\$78 RED RING

W1



1 These vines don't appear until Wario collects the SILVER treasure from S2 (*72).

2 Wario can only get to this coin by entering from the right as Zombi Wario, Sneaky.

3 The Sun will turn Wario into Hot Wario - keep on the move, or you'll back at night.

4 The platforms here are invisible, but we've kindly shaded them in so that you don't get lost.

5 These "5c" blocks lower when Wario collects the GREEN treasure from W3 (Treasure *40) and the BLUE treasure from S4 (Treasure *39).

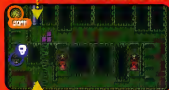
6 Use a bubble to float past the pirant and then make a grab for this particular coin.

7 Move quickly to avoid the Ghosts, as you'll be forced to drop down if they snother you.

8 Only the Pincer that can get Wario up to the Coin lurking above.



Damn this superghiel!



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times, though it's recommended you go for the Green KeyChest at Night, as the Moon is a much more forgiving adversary than the Sun.





AND SET WARIO WOMBING FREE!

N4: BANK OF THE WILD RIVER

TREASURE TARGET



\$26 TRIDENT
Causes thunderstorm in South
#25
\$4



\$29 MAGNIFYING GLASS
Gives Wario the ability to view the
Treasure List



\$46 MAGIC SPIDER
Weaves a magic web over gaps in
certain levels
\$3, \$5



\$55 ROCKET

1 Use the Rock to bash your way through to the Torch at the top of this section.

2 Use the Torch to become Hot Wario. This is the only way that you can open the Blue Chest.

3 Only Bat Wario can get past the Big Frogs, but watch out for the Water Ooze! They can be a real pain!

4 This tube only moves up when Wario collects the RED treasure from E4 (Puffy War). Kik!

5 Bash through the bricks (you need the Super Smash power-up) to reach the hidden door.

6 Bash through these bricks to reach the curiously hidden door.

7 These Uchies turn Wario into Puffy Wario, read if you wish to stay in the water.

8 Breaking with tradition, only a Hot Wario can smash through these blocks.

9 As before, charge at these bricks to reveal yet another hidden door.

10 This coin is hidden by the foliage - keep your eyes open!

11 Use Puffy Wario (activated by touching the Undin below) to reach this out-of-the-way coin.

ALRIGHT AT NIGHT?

All Keys and Chests can be opened at both times. There's actually precious little difference between Day and Night mode for this level, though the daytime graphics are positively a tad prettier.



BOSS: MUTANT MOUSE

1 When Wario first drops in wait on the left and you can hop on the Dragonfly.

2 If Wario falls into the water and gets eaten by the Fish, he'll get spat out into the current at the bottom.

3 Jump on the first cheese-laden Bug. He'll drop his cheese onto the fish. Direct hit!

4 Continue to ride the Dragonfly and bash the next two Cheese Bugs. (Their cheese will miss the fish.)

5 When the next Cheese Bug appears jump on him to score the second strike.

6 Continue to ride the Dragonfly, and once again bash the next two Cheese Bugs that appear (as before, their cheese will miss the Mutant Mouse Fish completely).

7 As before, you should be heading right as the next Cheese Bug appears - bash him to score the third and final hit.

8 When he's bloated, the Fish will descend and plug the current, allowing Wario to across the Green Chen (use the Dragonfly to get back).





SUSSED!

WICKED, WICKED, WILD

N5: THE TIDAL COAST

TREASURE TARGET



> \$25 YELLOW SPELL BOOK

Causes thunderstorm in South

AFFECTS

\$26

\$4



> \$63 FOOT

Changes landscape in certain levels

AFFECTS

W2, S4, E1



> \$44 FAN BLADE

Makes fans work in A Town In Chaos

AFFECTS

W4



> \$79 GREEN RING

1 Igniting Wario's butt on the torch is the only way to reach the Silver Chest.

2 This door is only accessible at night, when the water level is a little bit higher.

3 Only a Wario equipped with the Super Smash Power-up can get through these blocks.

4 Again, you'll need the Super Smash Power-up to bash through here.

5 Collect the Blue treasure from W4 (P4) to open the Octopus bigger.

6 Avoid the Bubbles here at all costs, as retracing your steps back to this point is extremely tedious.

7 Access here is impeded until you collect the GREEN treasure from N4 (Treasure #46).

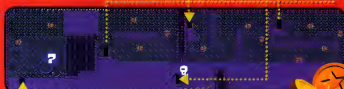
8 Be careful with these doors, as they only lead in one direction. In doubt, follow the map!

Close red Green ring



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times, apart from the Green Chest - the water level is higher at night, which is the only way Wario can reach the door leading to the chest.



WARIO WEST! ONWARDS!

N64 SEA TURTLE ROCKS

TREASURE TARGET

> \$3 GREEN MUSIC BOX

Opens hidden figure in Temple

*1, *2, *4, *5

APPEARS 53

> \$64 GOLD EYE (LEFT)

Opens 'snake' door in Tower of Revival

*65

APPEARS 53

> \$69 SUN ICON (TOP)

Summons the Sun to the East

*70

APPEARS 54, 52, 53

> \$74 GONG

Summons the Moon to the South

APPEARS 56

1 Use the cart to chug your way to the bottom, and ultimately up and across to the Blue Chest.

2 These beams are extremely lethal - hit one, and Wario will be knocked right to the bottom.

3 If the door is hidden until Wario collects the GREEN treasure from 65 (Treasure *43).

4 This pipe leads directly to the similar pipe on the right-hand side. Don't get confused!

5 Use the slopes to roll 'n' jump your way to the Green Key and Green Chest.

6 Plenty of bashing and stomping is required to carve this path through the rocks.

7 This door remains hidden by murky water until Wario collects the SILVER treasure from 55 (Treasure *48).



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Apart from the mooning Spawheads, there's practically no difference between the two modes (even the graphics are identical).



BOSS: ROBO-SQUID

1 When Wario first drops into the area, the Squid is pretty close by, so swim to the top-right of the screen.

2 Avoid the Squid's two main tentacles, or he'll be thrown out.

3 Swim above the Squid (after it's travelling in the opposite direction) and then hit the light on his head.

4 Take too long and the Squid will spit out some temporarily blinding ink.

5 Once hit, he'll expose the flashing light on his underside - follow a similar tactic, and swim or jump up to bash this light and score a hit.

6 Repeat the process, first bashing the light on his head, then hitting the one on his arse/bottom.

7 Though a little bit faster and more unpredictable, it's not too difficult to repeat the entire process a third and final time.

8 Once the sinister squid has been disposed of, he drops a Life Ring which acts as a platform, allowing Wario to reach the Chest above.





SUSSED!

THE BIG BRIDGE OVER THE RIVER

S1: THE GRASSLANDS

TREASURE TARGET



\$1 GOLD MUSIC BOX
Frees Hidden Figure in The Volcano's Base

*2, *3, *4, *5

W225



\$61 WHEELS

Allows carts to move in The Volcano's Base

W2



\$28 SCEPTRE

Freezes sea in the East

*25

E2



\$60 WARRIOR DOLL

1 Leap off these disappearing platforms as they are falling to reach the Green Key.

2 The floor is littered with hidden holes - avoid them, or it's back to the start.

3 The Birds here are slightly different, turning Wario into Crazy Wario on contact.

4 Getting use of Flat Wario is required to reach the Silver Key.

5 This vine won't appear until Wario collects the SEVER treasure from S2 (*72).

6 Wario can only reach this coin by bouncing up on a Spearhead (requires Super Jump Power-up).

7 Use the barrel to get rid of the Apple Throwers.

8 Push the blocks, move the stove, then use the Bouncy Wario to reach the Blue Key.

9 The Snail only appears when Wario grabs the SEVER treasure from E1 (Treasure *42).

10 Wario can't get his spiky legs up here until he's acquired the Super Jump Power-up.



Want to play bridge? Let's make the river!

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. There are no differences between the two modes aside from different graphics and slightly more twinkly music.



BOSS: GIANT WORM

1 When you drop down, keep to the left as the worm emerges from the right.

2 He'll start to spit out rocks - jump over these or Wario will be sent tumbling off the edge.

3 After you leap over the rock, change at his stomach to send him into the soil.

4 As he starts to descend, jump up and Drop Smush his head to score a hit (hold Up as you jump for extra height).

5 If you're close to the right, he'll re-emerge at the left (and vice versa). As before, jump the rock then bash his belly.

6 He'll descend quicker than before, so swifly leap overhead and perform another Drop-Smush for the second strike. Mazzini!

7 Time is more short as he'll only poke his head briefly above the surface.

8 Leap the rocks as before and Drop-Smush his head to score the third and final hit.

9 Plant platforms will appear allowing access to a chest!





SUSSED!

AT FIRST I WAS AFRAID, I WAS

S3: TOWER OF REVIVAL

TREASURE TARGET



> \$7 FLIPPERS

Swim Power-up



W3, S2



> \$10 ELBOW PAD

Super Smash Power-up



N4, E4, N6



> \$22 TREASURE MAP

Shows route to the East Crater



S6



> \$24 KEY

Unlocks door in Tower of Revival



S6

1 This door is opened when Wario collects both the RED treasure from N6 (Treasure #6A) and the GREEN treasure from W4 (Treasure #6S).

2 You can't get up the web until you collect the GREEN treasure from N4 (Treasure #4G).

3 Use the Doughnutter to both through a handy shortcut back to the start.

4 Only Zombie Wario is capable of descending through these platforms.

5 This switch controls the green boaters which guard the Red Key, H4 S3.

6 Use this to turn Wario into Hot Wario, leap up the platforms and destroy the five blocks.

7 This door is opened when Wario collects both the SILVER treasure from W6 (Treasure #6B) and the SILVER treasure from E4 (Treasure #4D).

8 Ignite all of the torches in the room with Hot Wario to remove this huge Fire Block.

Wiggy, wiggy, WONG!



ALRIGHT AT NIGHT?

All Keys and Cherts can be accessed at both times. There is no major difference between the two modes, though the Doughnutters are especially useful (so, if in doubt, come during the day).



Petrified. But I Will Revive!

S4: THE STEEP CANYON

TREASURE TARGET



\$11 BROWN GLOVE

Throw Power-up

N5, S2, S2



\$37 HORN

Removes boulder blocking Volcano

*36, *38

W6, E4



\$75 TELEPHONE



\$39 BLUE TEST TUBE

Causes "St" blocks to sink in certain levels

*40

N4, W5

- 1 Drag Smash the floor and use the Blue Lurkers to reach the top of the section.
- 2 This door opens up when Wario collects the BQ treasure from N3 (Treasure *43).
- 3 Roll down this slope (jumping gaps and adversaries) to reach the Silver Chest.
- 4 This barrier (sliding) also when Wario collects the BLUE treasure from S3 (Treasure *45).
- 5 Ignite all of the fireflies in the room with Hot Wario to lift all the huge Fire Blocks.
- 6 Start rolling from here to ultimately reach the Blue Key (and the nearby coin).

Flying by the rest of my extra large prints.



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. Again, there are no differences apart from the dominant enemies (though the Owls are flapping about madly).





S5: CAVE OF FLAMES

#68 SCEPTRE

\$91 CAR

\$73 SACK

Leaves fall In Out of the Woods

* 71

148 SCISSORS

Releases balloon in Above the Clouds



It's too hot,
stay out of them, or
Gang of Friends



ALRIGHT AT NIGHT?

Surprise, surprise! All Keys and Chests can be accessed at both Night-time and during the day. As the entire level is set inside a cave, you'll expect each mode to play the same. And they do. Play the same, that is.



- 1 Use **Fit Wario** or **Drop Wario** to **steer** the **Doughnut** to the top platform.
- 2 Use this **motley bunch of Spear Bots** to **reach** the platform above.
- 3 **Bounce up** on the **Spear Bots** to reach that **treasure-laden Blue Key**.
- 4 Once the **Pincer Bot** drops the **Mid**, jump to **bash** it out of harm's way and then use it to **trap** **W5**'s level.
- 5 This **barrier disintegrates** when **Wario** collects the **BLUE** treasure from **E3** (Treasure *14).
- 6 Use **Bouncy Wario** to **destroy** the **brick** from underneath. **Caution!**
- 7 **Stay on the left** of the **wobbly-wobbly thing** and **throw** a **Spearhead** through to **bash** the **block**.
- 8 **Grab** the **Para Goom**, **jump up** on the **Spearhead**, then **drop** the **Para Goom** and **jump up** on it.
- 9 To **remove** the **blockage** here, **Wario** must collect the **SILVER** treasure from **W5** (Treasure *17).



AROUND, COMES A-CLOUD! (SORRY.)

S6: ABOVE THE CLOUDS

TREASURE TARGET



> \$97 SACK
Colours grass on Game screen
*94, *95, *96, *97, *98, *99, *100
Golf Mini-Game



> \$93 FIRE EXTINGUISHER
Extinguishes fires in certain levels
W4, E6



> \$53 PNEUMATIC DRILL
Generates air current in East Crater
E6



> \$54 PICKAXE
Opens warp gate in the East Crater
E6

- 1 Bounce on a Lever Ball to destroy this block from underneath. Ho ho!
- 2 To get across these platforms safely, wait for a second (once you've landed) before jumping.
- 3 Launch the Slide from the right then perform a bouncing Duck Jump to get into the gap.
- 4 You'll need to grab this rock (with help from the blue turkeys) to reach the exit door.
- 5 Only Zombie Warlo is capable of getting through these platforms.
- 6 To get the balloon up here, Warlo must collect the BLUE treasure from S5 (Treasure #48).
- 7 The Moon Door appears here at night, once Warlo collects the BLUE treasure from N6 (Treasure #74).
- 8 For color traveling, Drop Smash every time you land on a new platform to discolor the floor.



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed, apart from the Blue Chest. Collect the BLUE treasure from N6 (*74) and you can then nip through the Moon Door to grab the elusive Blue Chest.





SUSSED!

WHAT'S THIS SWAMP



I know what your thinking, but it's true - I'm a little revved!

el: STAGNANT SWAMP

TREASURE TARGET



> \$62 FLUTE

Calts forth the snakes in the vases
S1, W2, N2



> \$38 GREEN GEM

Removes boulder blocking Volcano
*34, *37
W6, E4



> \$4 RED MUSIC BOX

Frees hidden figure in the Temple
*1, *2, *3, *5
W3



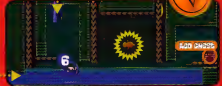
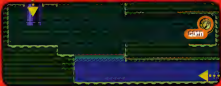
> \$71 STORM

Leaves fall in Out of the Woods
*73
N2



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times, though until Wario collects the GREEN treasure from N6 (*61) and the BLUE treasure from W3 (*70), it's only possible to visit at night.



el BOSS: PSYCHO BEAVER

1 When Wario first reaches the beaver, hop onto the vines and climb to the right.

2 Should the beaver topple Wario, he'll drop into the current - forcing you to retrace your steps.

3 Once above the beaver, slide down (like a ladder) and bash him.

4 He'll drop into the water then quickly spring out again, so keep on the move to prevent him bashing Wario.

5 He'll move faster second time round, but the technique is the same - position Wario above, then slide down.

6 The crazy beaver will drop into the water and leap out once more, this time moving rapidly across the vines in a diagonal pattern.

7 Stay at the very top of the vines and dodge him carefully; then drop on him once more to score the final hit.

8 Once he's been vanquished, the Turtle will magically disappear (what a coward - jgd). Hop on his back to reach the Chest to the right.



WHY? IT'S WARIO, SILLY.

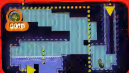


02: FRIGHT SEA

TREASURE TARGET

- \$14 SPIKY MAT**
Headbutt Power-up
W4, W1
- \$88 KETTLE**
- \$16 FLAMING WICK**
Reveals Cuts of Illusions in the East
*15
13
- \$90 FLYING SAUCER**

- 1 This switch crosses the water in the previous section (following you to get the Green Key).
- 2 This water is frozen when Wario tips the switch above.
- 3 SILVER treasure (*10) from 54 is needed here.
- 4 Use the rock to smash through these barriers (the enemies are too big to pick up).
- 5 This door is hidden until Wario swipes the SILVER treasure from 55 (Treasure *68).
- 6 This waterfall can only be jumped through in the dry.
- 7 Use the slope to roll Snowball Wario through this wall.
- 8 Use this Snowfall to turn into Snowball Wario (the only way to reach the Red Chest).
- 9 Roll down the slope to blast through the entire section.



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times, though Night-time reveals until Wario grabs the GREEN treasure from N1 (Treasure *60) and the BLUE treasure from W1 (Treasure *70).



E1 BOSS 2: PIRATE GHOST

- 1 When Wario first enters the Pirates' lair, head to the bottom-right and face the skull (these tactics work in reverse).
- 2 If Wario is caught by the Pirate, he'll be grabbed and thrown out of the area.

- 3 Retrace your steps to return to the action.
- 4 As soon as the music starts, change at the skull - which will illuminate the background ever so slightly - then leap to the top-right.

- 5 Change at the skull in the top-right corner (illuminating the background further) then dash across to the top-left.
- 6 Again, change the skull, then slip down the gap, across the middle and down the ladder to the bottom-left.

- 7 The Pirate will be hit on your heels, so swiftly change the skull to see off the pesky vermin for good.
- 8 Once the Pirate has been exorcised, he'll leave his hat behind. This acts as a handy platform, allowing Wario access to the Chest above.





SUSSED!

IS WARIO REALLY A WICKED WITCH?

e3: CASTLE OF ILLUSIONS

TREASURE TARGET

- \$13 RED DUNGAREES**
Super Drop Smash Power-up
W6, W6, W1, N2
- \$17 TORCH**
Burns through trees in the East
W1, N2
- \$59 GOLD DUST**
Opens doors in Out of the Woods
N1
- \$45 SPRAY CAN**
Disintegrates walls in certain levels
W6, S4, S5

- The Owl is the only way to reach the Blue Key - visit during the day to make life easier!
- This middle block appears when Wario secures the GREEN treasure from W6 (Treasure #49).
- This switch toggles the moveable wall platforms throughout the level.
- These moveable wall platforms are toggled on/off by the numerous switches dotted around.
- Wario needs the Super Throw Power-up (SILVER treasure from H6) to bash the blocks with this (coming).

- Bash this block, then knock the stone down to reach the Silver Chest.
- There's a handy hidden platform lurking behind this pillar!
- This switch toggles the moveable wall platforms - allow Brooey Wario access to the Green Key.
- Keep your peepers open for Coins and Keys on this section - some are *really* hidden!



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. As before, it remains perpetually night until Wario collects the GREEN treasure from N6 (Treasure #60) and the BLUE treasure from W1 (Treasure #70).



NO, IT'S JUST AN ILLUSION!

e4: COLOSSAL HOLE

TREASURE TARGET

- \$67 BLUE EYE (RIGHT)**
Opens "face" door in Tower of Revival
*44
AFFECTS: \$3
- \$41 BELLOWS**
Causes glass tubes to float
N4, W3
- \$8 WING BOOTS**
Super Jump Power-up
\$1, \$1, \$5
- \$92 TRAIN**

- 1 The Owl is only accessible during the day (at night they're too high up).
- 2 Cover use of the Pegasus allows Wario to get at those hard to reach coins and keys.
- 3 Wario needs the Super Smash Power-up (BOO treasure from \$3) to get through here.
- 4 A barrier blocks this door, and only the SILVER treasure from W3 (Treasure #42) can shift it.
- 5 Use the Snakes to leap up to higher levels, giving Wario access to the Blue Key/Chest.
- 6 Use the Sun to toast Wario's pants and bash out the five blocks guarding the Green Key/Chest.
- 7 Toss the Spearhead straight through the coinfall platform to reach the Red Key.

What do you want, blood?



ALRIGHT AT NIGHT?

The Green Key/Chest can only be collected in the Day. However, Day can't be accessed until Wario has the Golden treasure from N5 (*45) and the BLUE treasure from W1 (*70).





SUSSED!

WARIO HIT'S WARP FACTOR FIVE

25 WARPED VOID

TREASURE TARGET



>\$7 WHEEL CRANK
Raises pipe in the Forest of Fear



>\$95 MUSTARD CRAYON
Colours trees on Game screen
*9, *10, *11, *12, *13, *14, *15, *16, *17, *18, *19, *20
Golf Mini-Game



>\$8 BOTTLE O' BLOOD
Calls Zombies in the Forest of Fear



>\$3 RED HEART GEM

- 1 Allow this platform to drop half way before leaping right into the gap.
- 2 You need to use Fat Wario to bash this block, allowing Flat Wario to access the right hand door.
- 3 This Para-Goom isn't released until Wario has the RED and BLUE treasures from \$7 (Treasures *51 and *52).
- 4 The strange circles that block the way here can be removed when Wario collects the GREEN treasure from \$7 (*50).
- 5 To grab this sneaky concealed coin, enter the section as Flat Wario and drift into it.
- 6 Use this barrel to bash the blocks to the left (jump as the Sumo descends to avoid dropping it).
- 7 Use this barrel to bash the blocks to the right (again, jump to avoid Sumo-related junk). Easy eh?



ALRIGHT AT NIGHT?

All Keys and Ghosts can be accessed at Night Time as well as in the Day. There are no major differences between the two modes - but let's face it, the level is already freaky enough without having to contend with any more surprises!



AS THINGS GET REAL SERIOUS.

e6: THE EAST CRATER

TREASURE TARGET



> \$9 YELLOW GLOVE
Super Throw Power-up
WA, E3



> \$84 BLUE DIAMOND GEM



> \$43 BINOCULARS
Reveals hidden door in Sea Turtle Rocks
NA



> \$85 YELLOW BEANIE

- 1 Fly a Remote Hot Wario cat remove this Big Frog.
- 2 Use the Super Drop Smash to launch this Big Frog upwards, then jump on his back to get the Silver Key.
- 3 Wario needs the BLUE treasure from S4 (Treasure #34) to open up this weird portal.
- 4 The flames here cannot be passed until Wario grabs the RED treasure from S4 (Treasure #33).
- 5 Wario must throw the barrel over these platforms, then catch it on the other side - practice makes perfect!
- 6 This gust of air opens when Wario swipes the GREEN treasure from S4 (Treasure #32).
- 7 Use the Scale to set Wario's bum on fire, then blow up and destroy the fire (Kale).

My head's going to cave in soon!



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times of day. It's as you'd expect really, whatever it's Day or Night makes no difference when you're pottering around in the insides of a volcano. Obvious, really.





SUSSED!

THE WARIO WITCH PROJECT...

07: FOREST OF FEAR

TREASURE TARGET

- \$20 COMPACT**
Reflection reveals the Warped Vold
AFFECTS: \$5
- \$51 RED KEYCARD**
Releases Para-Goom in the Warped Vold
AFFECTS: \$52 \$5
- \$50 REMOTE CONTROL**
Removes warp droids in the Warped Vold
AFFECTS: \$5
- \$52 BLUE KEYCARD**
Releases Para-Goom in the Warped Vold
AFFECTS: \$51 \$5

- Using Zombie Wario, jump here to magically descend to the coin below. Very tricky!
- This pipe doesn't open until Wario has the SILVER treasure from E5 (Treasure #57).
- Zombies don't appear here until Wario collects the GREEN treasure from E3 (Treasure #34).
- Only Zombie Wario can walk through the spikes guarding the Blue Key - descend with caution!

- Bouncing across the cypresses on a Spinehead is the only way to reach this Coin.

- The garlic will turn Vampire or Bat Wario back to normal.

- You'll need to lob this Hammer into the right position to reach the door!



ALRIGHT AT NIGHT?

All Keys and Ghosts can be accessed during Night-time as well as in the Day. Sleeping enemies will, there are no more differences between the two modes. Can you notice a pattern emerging?





COMES TO THE FOREST OF FEAR!

Wario: DESEAT RUINS

TREASURE TARGET

- > \$34 SCROLL (TOP)**
Removes tornado in the West
+35
W2
- > \$35 SCROLL (BOTTOM)**
Removes tornado in the West
+34
W2
- > \$100 PINK CRAYON**
Colours bricks on Game screen
+94, +95, +96, +97, +98, +99
Golf Mini-Game
- > \$70 SUMMONS**
Removes tornado in the West
+69
EA, E2, E3



- 1 This Block can't be moved until Wario collects the SILVER treasure from E2 (Treasure #34).
- 2 This is actually a hidden String Block, so be sure to use Spring Wario to get rid of it.
- 3 Chuck a Para-Goon through these columns to reach the Coin.
- 4 Wario can't bash out a path to this hidden door without the SILVER treasure from E3 (#13).
- 5 This switch toggles the platform in the previous section, allowing access to the Sausage Boss.
- 6 This Moon Block is UP at Night but DOWN during the day.
- 7 This Sun Block is DOWN at night but UP during the day.
- 8 Throw the poor Spear But through the wall to get this Coin.

ALRIGHT AT NIGHT?

All Keys/Chests can be accessed at both times, aside from the Red Chest (Night) and Silver Chest (Day) - this is as Wario crosses initially back through the Sun & Moon blocks.



BOSS: INFLATABLE SAUSAGE

- 1 When Wario first drops into the area, run right to avoid Mc Banger's first swoop.
- 2 When he swoops down, leap overhead and Drop-Smash on his head - he'll fly to the top of the screen and drop a bellows.
- 3 If Wario is hit by the Sausage or the arrows he fires, Wario will turn into Puffy Wario and float out of the area.
- 4 Avoiding his lethal arrows, Drop-Smash

the Sausage and Drop-Smash the Bellows to score the first hit.

- 5 He'll start swooping again, so once more Drop-Smash his head, then Drop-Smash the bellows he leaves behind for hit number two.

- 6 Once more, he starts to swoop. Smash him, then the bellows a third time to burst the belly blighter.

- 7 Once he's been popped, the red block at the bottom of the screen will disappear, allowing Wario to drop through to the Chest below.





SUSSED!

A HAMMER DOLL? IT'S HARDLY

W2 VOLCANO BASE

TREASURE TARGET



\$12 BLUE DUNGAREES

Drop Smash Power-up

N1, N3



\$30 BLUE RING



\$76 CROWN

Removes boulder blocking Volcano



\$36 TUSK

Removes boulder blocking Volcano

#31, #38
W1, S1

1 This area is inaccessible until Wario collects the RED treasure from N5 (Treasure #63).

2 Use this slope to access the Silver Key, the Boss Switch, and that hard-to-reach Coin.

3 Only a Wario equipped with the Super Drop Smash Power-up can hop down to this Coin.

4 To ride this cart, Wario must first collect the RED treasure from S1 (Treasure #61).

5 This cart is Wario's only way back to this start - hop on and glide across.

6 The Slider appears when Wario collects the SILVER treasure from S1 (Treasure #62).

(I realized that I am just my way out, and I'm not out yet.)



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed in both times. Apart from the floating Spearheads, there are no major differences whatever time you choose to explore the level.



BOSS: HAMMER DOLL

1 When Wario first drops into the area, run quickly to the left of the screen.

2 If Wario is hit by the fast-moving hammers, he'll be turned into Bouncy Wario and hit the roof.

3 The aim is to dispose of the three barrels, so when the bottom one flashes, rip down and charge it.

4 The other barrels and the doll will drop down. Stay on the pipe, again wait for the

bottom barrel to flash, then dive in and bash it.

5 Now hie on your level, so avoid the hammers he lofts straight across and head in to remove the final barrel.

6 Now he'll start moving around the screen, so dive

down the small gap, then jump up to stun the blighter.

7 You now have a very limited amount of time. Run in and charge him to get rid of the wuss.

8 A hammer will descend from the top of the screen opening the door above.



CHILD'S PLAY ENOUGH!

W3: THE POOL OF RAIN

TREASURE TARGET

- > \$18 GEAR**
Operates the elevator in the North
*50
ITEMS 51
- > \$29 BLUE SKULL RING**
Raises the Tower of Revival in the South
*30
ITEMS 53
- > \$33 FAN**
Blows away wind in the South
11
- > \$96 YELLOW CRAYON**
Colours sign on Game screen
*94, *95, *97, *98, *99, *100
Golf Mini-Game
ITEMS

1 This door (and vine) won't appear until Wario grabs the **SEVER** treasure from S2 (Treasure *72).

2 Drop-Smash these poles to raise and lower other nearby poles (buckets of trial and error required).

3 This blocks the door underneath until Wario swipes the **RED** treasure from S4 (Treasure *41).

4 A little strategic swimming and backtracking is required to get the coin around here.

5 Although complex on first glance, the water currents are easily navigated - there's a lot to be patient.

6 Avoid these bushes - they not only hide Spearheads, but they also conceal tiny gaps in the floor. Ah!d!

7 Dodge these Pneumans in order to finish a huge amount of backtracking.



ALRIGHT AT NIGHT?

All the Keys and Chests on 'The Pool of Rain' level can be accessed during both Day and Night. Apart from different graphics, you'll be hard pushed to notice any other changes.



BOSS: FOX WIZZARD

1 When Wario first enters the area, try to stay under the Fox. It makes it easier to dodge his projectiles.

2 Should Wario get hit by a swirling spell, he'll be mesmerized, and float out of

the area (retrace your steps so get back).

3 Avoid the Fox's spells by ducking or jumping them.

4 He'll then drop a spiky ball (touch this and Wario

becomes Puffy Wario) which knocks him off his feet.

5 Bash the creature to send it off the wall and into the Fox (it'll take a while to learn the right position and angle).

6 He'll cast two more spells then drop another spiky

ball - wait for the creature to hatch, then send it into the Fox.

7 He'll cast another two spells and drop another spiky ball (this one bounces) so repeat the process again.

9 Once he's dead, you'll get access to the chest below.



W4: A TOWN IN CHAOS

TREASURE TARGET

- \$179 COG**
Operates elevator in the North
#18
51
- \$2 BLUE MUSIC BOX**
Press hidden figure in the Temple
#1, #3, #4, #5
N4, N5
- \$65 GOLD EYE**
Opens 'Snake' door in Tower of Revival
#18
53
- \$42 OCTOPUS FOOD**
Makes Octopi break through barriers
N4, W5

- 1 The switch will raise/lower the clocks in the main room.
- 2 These blocks are controlled by the switches in the adjacent sections.
- 3 Dive on this pulley to reach the Silver Chest.
- 4 Lob a Doughnut at this wall to grab the Coin within.
- 5 If the moveable blocks are up, use the Stove to get out of the window.
- 6 This switch turns on the fans in the previous section. Fan-tastic!
- 7 This switch raises/lowers the moveable blocks.
- 8 Wario needs the Headbutt Power-up (SILVER treasure from E2) to bash this block.
- 9 Use the stove if you need to get through this window.

- 10 The first world map until Wario collects the GREEN treasure from N5 (Treasure #A4).

ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both Night and Day-time. As with many other levels, it's not drastically important to enter the level at a particular time.



BOSS: SOCCER BUNNY

- 1 Stay away from the apron just in front of this goal - that's where the Bunny makes his first trap.
- 2 Should Wario get squashed, the Bunny will boost him into the net and
- 3 score a goal. If he scores a hat-trick, you'll get thrown out.
- 4 Wait for the Bunny to land, then jump on his head to turn him into a ball. While it's in the air, charge right to sock it into the goal.

- 5 The surest way to score a goal is to clobber the Turtle goals by charging into him.
- 6 Repeat the process to score your second goal.
- 7 Things are heating up, and it becomes marginally more difficult to hop the Bunny into

the net, but perseverance and he'll soon be trounced. Three goals is all it takes.

- 8 Once the rabbit's been redeigned (Michael & Co.) the Turtle turns in to a nifty floating platform, allowing Wario to reach the Chest above. It's just like winning the FA Cup.



TIME FOR WARIO TO RUN RIOT...

W5: BENEATH THE WAVES

TREASURE TARGET

\$47 DETONATOR

Detonates bombs in certain levels
55, E1, E4

\$94 RED CRAYON

Colours door on Game screen
*95, *96, *97, *98, *99, *100
Golf Mini-Game

\$40 RED TEST TUBE

Causes "51" blocks to sink
*39, W5

\$81 GREEN CLUB GEM

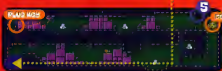
- 1 To make the Octopus trigger and get through here, Wario needs the BLUE treasure from W4 (Treasure *42).
- 2 Wario cannot get down here without the Super Swim Power-up (GREEN treasure from N1).
- 3 These "51" blocks lower when Wario collects the GREEN treasure from W5 (Treasure *40) and the BLUE treasure from S4 (Treasure *39).
- 4 The tunnel here is hidden, but we've shaded it in to help you on your way.
- 5 Only Frozen Wario can get this coin (he slides through the spikes with ease, y'see).
- 6 Use this pulley to haul the Silver Chest into your dungeons, once and for all.
- 7 These spikes are extremely difficult to avoid - if in doubt, SAVE your game first!
- 8 You'll need to be Strong Wario in order to push through this wall.

Wario is my friend! I will automatically follow.



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. As you've probably guessed already, it doesn't really matter what time you choose to piller the treasure.



Don't always expect to get what you want out of the levels, huh?

W6: THE WEST CHAMBER

TREASURE TARGET

-  **\$66 BLUE EYE (LEFT)**
Opens 'face' door in Tower of Revival
*67
MISC
-  **\$86 SWORD**
-  **\$49 BRICK**
Releases balloon in Above the Clouds
MISC
-  **\$82 YELLOW SPACE GEM**

- 1 Use the cart to ride across to the Red Chest (you'll need to hop onto the second cart mid-way).
- 2 The Super Drop Smash Power-up (SEVER treasure from E3) is required to bash through here.
- 3 You can Drop Smash down to get the coin, but it's not the correct route to the Silver Chest!
- 4 The Runes here are extinguished when Wario has the RED treasure from S6 (*93).
- 5 This barrier disintegrates when Wario collects the BLUE treasure from E3 (treasure *46).
- 6 To reach the Silver Chest, you'll need to use Sting Wario and bash through the blocks below.

- 7 Grab the tower and drop down to the next level in order to bash the blocks around the Blue Key.
- 8 Drop Smash your way down here to access the Golf Mini Game door.
- 9 Be sure to bash out ALL occurrences of these blocks before using Fox Wario to reach the chest.
- 10 These jumps are devilishly tricky - use your Duck Jump and SAVE the game often!



ALRIGHT AT NIGHT?

All Keys and Chests can be accessed at both times. It's better to opt for daytime though, as there's a huge reliance on money hopping (which isn't easy if they're asleep).



TEMPLE BOSS: GIANT CLOWN

- 1 When Wario enters the arena he'll be trapped - stay calm and prepare to jump.
- 2 After trying to grab you, he'll swipe his fist, jump over it and Drop Smash to knock it to the floor.
- 3 If Wario gets caught in the huge hands, there'll be no second chances. Lose it here and it's Game Over, baby.
- 4 Pick up the fist and throw it up (or jump and throw) towards his nose to get a hit.
- 5 He'll now use a slightly different cupping swipe in addition to the previous one, which is best dodged.
- 6 Repeat the process as before, stomp on his fist, pick it up and throw it at his conk.

- 7 He'll introduce another new attack now - take care!
- 8 As before, jump his fist, Drop Smash it, pick it up and throw it.
- 9 Use the same technique to score the fourth and final hit. Game Complete!



Boots-boom! The Complete guide to every Game Boy Color cart released in the world ever! (Well, near as...)



THESE



THE FINE PRINT



HEALTHY DISCUSSION



154 JOURNAL OF DOCUMENTATION



HMA PRO 50



MR. SUTS:



OVERALL REVIEW



DISCUSSION

**PROMOTE SPECIAL**

PERFECT SCORE



PTTFALL: BEARING IN



PUZZLE ADVENTURE



85%

WORLDWIDE WORLD TOUR



18%

SHOGUN FIGHT



79%

PUZZLE ADVENTURE



93%

WORLDWIDE WORLD TOUR



95%

SHOGUN FIGHT



94%

PUZZLE ADVENTURE



92%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



75%

PUZZLE ADVENTURE



18%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



98%

PUZZLE ADVENTURE



68%

WORLDWIDE WORLD TOUR



95%

SHOGUN FIGHT



92%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



73%

SHOGUN FIGHT



95%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



73%

SHOGUN FIGHT



95%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



73%

SHOGUN FIGHT



95%

PUZZLE ADVENTURE



73%

WORLDWIDE WORLD TOUR



73%

SHOGUN FIGHT



95%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



73%

SHOGUN FIGHT



95%

PUZZLE ADVENTURE



73%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



62%

PUZZLE ADVENTURE



73%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



99%



PUZZLE ADVENTURE



73%

WORLDWIDE WORLD TOUR



73%

SHOGUN FIGHT



95%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



73%

SHOGUN FIGHT



95%

PUZZLE ADVENTURE



73%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



62%

PUZZLE ADVENTURE



73%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



99%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%

PUZZLE ADVENTURE



98%

WORLDWIDE WORLD TOUR



98%

SHOGUN FIGHT



73%



You don't train our creatures ... **YOU UNLEASH THEM!**

In the Magic: The Gathering game, our creatures are battle-ready right out of the box.

Choose from thousands of the deadliest beasts imaginable. Then set them loose on your friends. But be warned, fast wits and devious tricks are needed to survive. So keep your head in the game.

The best way to get going is with the starter-level game. It has everything you and a friend need to begin playing right away.

Game Support Line: 0345 12 55 99

www.wizards.com/uk



MAGIC
The Gathering®
— TRADING CARD GAME —

Master the original.

Wherever great games are sold!

All trademarks are property of Wizards of the Coast, Inc. Illustration by Carl Critchlow. ©2000 Wizards.



RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

